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GRRRAOOOFFF HRRRRR Uhhh... wraoww... ...a grroar groa... ...rrrrrr blorrr ...zatrog ...hhh. !^@#*!^*^... !!!! Contact Taz.

...HE FOR ...springs, ...ses, rope, ...liable Acme ...ntact Wile E. Coyote.

...BLE PET-SITTER. Will ...d care for small pets ...'re away. Reasonable ...s my specialty. Trust ...weetin' Pet Service. ...or Sylvester.

...NTED. Big ...ng to travel. ...life. Call

TICKETS FOR SALE, Looney Tunes B-Ball tournament. 1-800-DRIBBLE.

DESPERATELY SEEKING high-performance roadster. Will provide unlimited birdseed. Contact Wile E. Coyote.

$$$$$$$$$$$$$$$$$$$$ BILL TRDUBLE got you down? Get in touch with the bill expert. Contact Daffy Duck on Game Boy. **$$$$$$$$$$$$$$$$$$$$**

MUSKET FOR SALE. Used only for twacking wascally wabbit in **Bugs Bunny Rabbit Rampage.** Vewy, vewy quiet. Contact Elmer Fudd.

FOR SALE, P38 Space Modulator. Ideal for global destruction or livening up parties. Goes over great with the chicks or in **Daffy Duck The Marvin Missions.** Contact Marvin the Martian.

PDRTLY SWINE looking for vacation p-p-p... vacation p-p-part... vacation p-p-part... traveling companion for **Porky Pig's Haunted Holiday.** Must bring pillow. Contact Porky Pig.

PLAYERS NEEDED for two-on-two pick-up game. Must enjoy pies in the face. Contact **Looney Tunes B-Ball.**

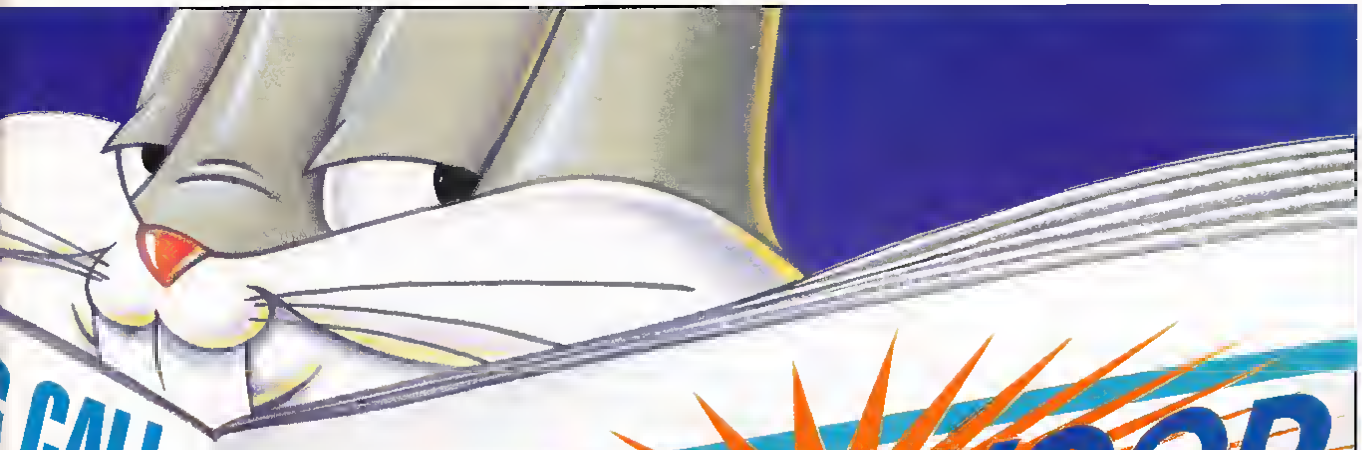


SINGLE BLACK CAT seeks small yellow bird for meal-time companionship in **Sylvester & Tweety.** Must have good taste. Contact Sylvester.

CASTING

Try out for the LOONEY TUNES family of





HOLLYWOOD STAR

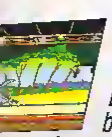
"LOONEY TUNES B-BALL" IS A SLAM-DUNK WINNER!

by Howard Coleslaw

In one of the greatest games this reporter has ever had the privilege to cover, **Looney Tunes B-Ball** scored the biggest victory ever.

When this wacky, fast jammin' game of roundball begins, it's clear that anything goes! First, choose from your favorite Looney Tunes characters and go two-on-two against the computer or your friends! You set the Wacky Meter to the level of craziness you want — from 1, for no-nonsense streetball, all the way to 5, where the only rule is there are no rules!

Change the ball into a cream pie and show your opponent the new meaning of "in your face"! Go visible or teleport past ur man and take it to the k for two! And the clock isn't the only thing ticking when the ball becomes a bomb for tato!



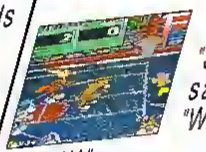
the locker room after the game, the Looney Tunes team was understandably exhausted, as the action was fast and furious at both ends of the court. Overall, the team was pleased with its effort, though Taz's moves did come into question.



"Taz can't dribble, but he sure does drool," said team captain Bugs Bunny.

Taz was unavailable for comment, but released the following statement through his agent: "Roarg hawraaaa grroagh froww hrrrg! #@!**###^@!" Most observers tended to agree.

Looney Tunes B-Ball is your season ticket to fun. "Shoot, doc," said Bugs. "We're having a ball!"



The arena will rock as you play through earthquakes, eclipses and more! So go ahead and drive to the hole. But watch out, you just might fall in one!

SUNSOFT™



TAKE THE COURT FOR THE WACKIEST GAME OF HOOPS EVER!

The
you play,
you'll get.
w
fr
Du
(also
great ma
in his ow
The Loon
features all y
Bugs Bunny, Po
Sylvester and Tweety, E
Fudd. And Daffy Duck himself.

The Acme Animation Factory just the carrot on the...er...Nev mind.

SUPER NINTENDO ENTERTAINMENT SYSTEM

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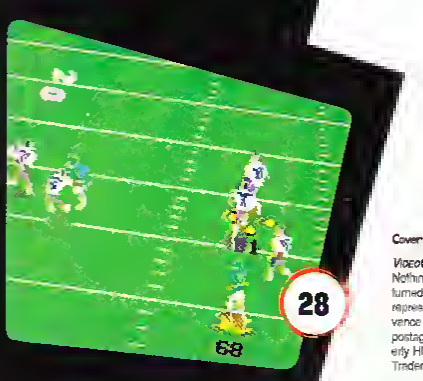


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- Nintenda's new three-dimensianal Virtual Boy system
- Sany's red-hat PlayStation system
- SNK's Nea•Gea CD machine
- Nintenda's new *Dankey Kang* game

and much, much mare. Plus: Persanal anecdates fram the *VideoGames* staff that will make yau feel like yau were there!





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INPUT

THIS CES MEANS WAR!

As we go to press with our latest issue, the dust is just now beginning to settle from this winter's Consumer Electronics Show. Everyona seams to be talking about the coming platform wars and offering their own theories as to who the winners and losers will turn out to be.

First, consider that this will be the first year that the Sega Saturn, Sony PlayStation and Nintendo Ultra 64 will be released. Since all three have announced that they will be out anywhere from "late Summer" for Saturn to "Fall '95" tor Ultra 64, they will only be on the market for three to four months in 1995. It's hard to judge the success of a system if it's only been on sale for so short a time. Besides, there's lite in the 16-bit game market yet—six million copies of Nintendo's *Donkey Kong Country* prove that. (Though most experts, including myself, believe that '95 will be the last good year tor 16-bit.) The real battle will be in 1997, when each ot the above-mentioned systems actually has an installed base.

It's taken 3DO over a year and a half to amass an estimated worldwide installed base of 500,000. I don't think people will jump so quickly into purchasing a next-generation system without getting all ot the facts. Many parents and gamers get a little annoyed at having to buy a new system every three years, thus making all the old software obsolete. Downward compatibility is something I think the public wants. I still have computer games made to play on a 286 IBM PC and I didn't have to abandon them when I upgraded to a Pentium.

While editorials from other magazines suggest 1995 will be the year of the battle between Sega and Sony, I'd like to offer a few other things to consider regarding the coming platform wars.

• History proves that the only constant is change. The company that's on top one year loses market share the next. Case in point: Sega's 1993 Christmas victories over Nintendo.

• It ain't over until it's over. Case in point: Nintendo was the last to release a 16-bit system. Its product was the superior one and it went on to dominate the market.

At CES I had the opportunity to ask Sega of America President Tom Kalinske why the company will be supporting two 32-bit systems in 1995, he made an interesting comparison using cars. Automotive manutacturers provide consumers with a choice between low-end economy cars like a Ford Escort and high-end luxury models like the Porsche 911 for those who want to go all out. Now the 32X and Sega Saturn seem to make sense in Sega's strategy...but the issue ot compatibility remains unanswered. Will I have to discard all my Sega CDs because they won't play on my Saturn? There's only so much room left on my entertainment center and I'm close to running out of A/V inputs.

—Chris Gore
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STAY ON YOUR TOES! Battle the many new forms of the Dark Force in the ultimate struggle for Motavia!

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PRESS START

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THE REAL MORTAL KOMBAT

ULTIMATE FIGHTING CHAMPIONSHIP AIN'T NO GAME











How many times have you wished you could kick butt in real life just like you do while playing as Johnny Cage in *Mortal Kombat II*? Anyone who's ever been picked on by the school bully will tell you that nothing would be cooler than to be able to pull off a Shadow Uppercut or a Torso Fatality on the big, fat jerk just before he tries to take your lunch money.

Welcome to the *Ultimate Fighting Championship*, the most brutal contest this side of *Samurai Shodown*! This quarterly, pay-per-view contest pits real-life martial artists from around the globe against each other with one goal in mind: destruction! Yes, this is real-life combat; no quarter slots, no friendship moves. It makes an afternoon of *WWF* look like an episode of *Mr Rogers*!

The fourth *UFC* event was held in Oklahoma on December 16; once again, an assortment of ultra-skilled fighters met to engage in deadly combat, with the grand prize being $64,000! (not to mention one *serious* reputation!)

IF YOU WANT BLOOD

Each battle takes place in the "Octagon," a 750-square-foot arena completely surrounded by huge chain-link fencing. Unlike most sports—boxing, for example—there are no rounds and no time limits imposed on the combatants. And get this: There aren't any *rules*, either! (Well, there's no biting or eye-gouging allowed, but hey, those are wimpy moves, anyway!) This means that virtually *anything* goes! Some of the battles waged in these *UFC* tournaments are so incredibly savage, it's almost uncomfortable to watch. I'm talking about face-slams, dislocated limbs, blood and even hard-core kicks to the family jewels!

KICKING MAJOR BUTT

According to UFC lore, all fighting styles are essentially broken down into one of two categories: Punchers and Grapplers. Punchers fight best while standing, striking mainly with hands and feet. This is the style most of us are familiar with from watching Bruce Lee movies or playing games like *Virtua Fighter*. Yes, this is the style we like to associate with "kicking major butt," but don't underestimate the Grapplers; these guys wait for their opponent to extend towards them so they can rush in underneath and take them to the ground. So for upright fighting, Punchers do best, but for the ground war, it's the Grappler who is deadly. Since most fights end up on the ground anyway, it's actually the Grappler who is most likely to win over the Puncher. Yeah, I was bummed, too, but it seems there's a lot more to real fighting than just doing impressive-looking kicks and flips.



"FIGHT!"

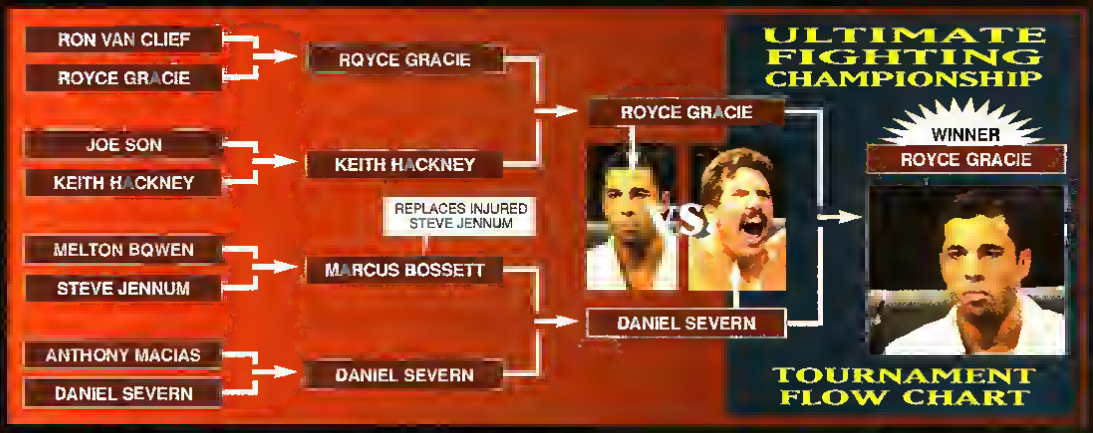


Man, that's gotta hurt!

There are several ways to win in the *Ultimate Fighting Championship*:

1.) Knock out your opponent
2.) Choke out your opponent
3.) Your opponent "taps out" or gives up
4.) Opponent's corner throws in the towel
5.) The ref calls off the fight

I've seen three of the four *UFC* tournaments, and the fifth option rarely happens; most finishes are the "tap out" kind.





Steve Jennum does an arm-extension "fetality" on Melton Bowen!



Greco-Roman wrestler Dan Severn battles Muay Thai specialist Anthony Macias.

MEET THE FIGHTERS



RON (BLACK DRAGON) VAN CLIEF
AGE: 51
HEIGHT: 5' 10"
WEIGHT: 190 lbs
BIRTHPLACE: USA
DISCIPLINE: Karate
QUOTE: "I've been in the martial arts longer than all of these men have been alive."



STEVE JENNUM
AGE: 30
HEIGHT: 5' 10"
WEIGHT: 215 lbs
BIRTHPLACE: USA
DISCIPLINE: Ninjitsu
QUOTE: "Since I'm a cop, my ground skills are necessary to take down the bad guys."



ROYCE GRACIE
AGE: 28
HEIGHT: 6' 1"
WEIGHT: 180 lbs.
BIRTHPLACE: Brazil
DISCIPLINE: Jiu-Jitsu
QUOTE: "The art of Jiu-Jitsu has been a way of life in my family for generations."



MELTON BOWEN
AGE: 25
HEIGHT: 6' 0"
WEIGHT: 225 lbs.
BIRTHPLACE: USA
DISCIPLINE: Boxing
QUOTE: "I have no respect for anyone in this competition."



KEITH (GIANT KILLER) HACKNEY
AGE: 36
HEIGHT: 5' 11"
WEIGHT: 200 lbs
BIRTHPLACE: USA
DISCIPLINE: White Tiger Kenpo Karate
QUOTE: "I just came here to fight, that's all, I'm here to fight."



ANTHONY MACIAS
AGE: 25
HEIGHT: 5' 10"
WEIGHT: 190 lbs.
BIRTHPLACE: USA
DISCIPLINE: Muay Thai
QUOTE: "I'm the hometown favorite tonight."

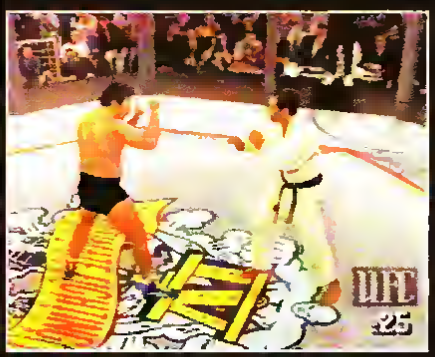


JOE SON
AGE: 23
HEIGHT: 5' 4"
WEIGHT: 236 lbs
BIRTHPLACE: Korea
DISCIPLINE: Tai Kwon Do, Judo
QUOTE: "The martial arts are just like a video game, only you're doing it with your whole body, not just your thumbs."



DANIEL SEVERN
AGE: 34
HEIGHT: 6' 2"
WEIGHT: 260 lbs.
BIRTHPLACE: USA
DISCIPLINE: Greco-Roman Wrestling
QUOTE: "I'm not intimidated by anyone."

"The martial arts are just like a video game, only you're doing it with your whole body; not just your thumbs."



The final fight: Royce Gracie vs. Dan Severn!

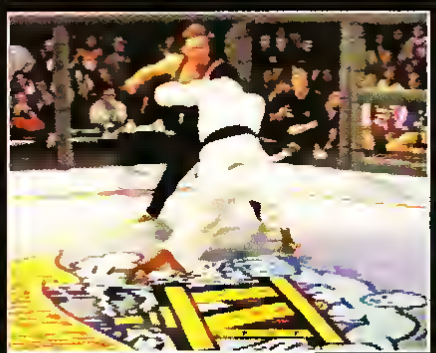
SAVAGE AMUSEMENT

Brutal highlights of the fourth *UFC* battle included Keith Hackney crushing the windpipe of Joe Son and Steve Jennum's arm-extension manuver on boxer Melton Bowen. Then there's Royce (pronounced "hoyce") Gracie, a two-time *UFC* champ who is nothing short of a walking lethal weapon. Believe me, this guy is not someone you want to spill a drink on. In his career as a martial artist, he has defeated men three and four times his size, from all different fighting styles. Originally from Brazil, the entire Gracie family is trained in the art of Jiu-Jitsu (Grappling), and both his father and grandfather have never lost a fight in their lives! Royce Gracie just may become the next Bruce Lee; a seemingly unstoppable force in the martial arts.

The final fight was a pulse-pounding 15-minute Gracie vs. Severn battle. Although Dan Severn showed tremendous stamina, it was Gracie who persevered and won his title back.

Wow, and I thought *Ryu* was bad!

—Jim Loftus



Keith (Giant Killer) Hackney gives Gracie a run for his money by landing some solid blows to the face.



Even though it may look like Gracie is losing this battle against Hackney, he's actually *winning!*

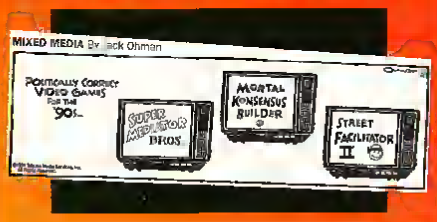
ALL IT'S "CRACKED" UP TO BE



Yes, it's *MEAT FIGHTER* in the March issue of *Cracked* with Van Dam on the cover. Other *Meat Fighter* characters include: Sagett, M. Bite Me, Dullseam, Bullfrog, Ryu-Ryu-Ryu-Yourboat, Chun-ky and Catty. The best introduction: "I'm Dullseam. My favorite move is the Yoga Flame. If you ate as much curry as I do, you'd perform it too." To which E. Honda's parody replies, "Geez, Dullseam! Ever hear of Beano?!"

You'll also want to check out the tampon ad for Super Ultra Mega Maxi Freedom II featuring Sonya of *Mortal Kombat*. "That's why there's MEGA MAXI FREEDOM II with the new coagulat[illegible] inner wing not fastener with spring action! No more worries about nasty Shadow Kicks to the groin...." It's a laugh riot!

GAMER FUNNIES



Here's something that might make you laugh so hard you'll pee your pants... just kidding.

MORTAL KOMBAT: THE ANIMATED VIDEO

Prepare yourself for the release of *Mortal Kombat—The Animated Video*, distributed by New Line Home Video, set for release on April 11th. This action-adventure cartoon serves as the antecedent to New Line Cinema's Spring 1995 film release of *Mortal Kombat—The Movie*.

Sonya Blade, Johnny Cage and Liu Kang journey to a mysterious island to fight Goro, the half-human dragon warrior and demon sorcerer, as well as the villains Sub Zero and Scorpion. The fight takes place during an ancient tournament. The champion will decide the fate of the human race.

The cartoon boasts cutting-edge computer technology with the use of cel integration and the most advanced motion-capture system in the world.



STREET FIGHTER THE REVIEW



By this time, *Street Fighter* is on its merry way to video at $19.95 a pop, so a review of the thing won't mean squat. You've seen it and either loved it or hated it, so the point is moot. But we just couldn't let the film fade away without a bit of commentary and observations:

1) *VG* staffer Gabe Soria said that he knew he was going to really enjoy the film after the first ten minutes, citing, "The soundtrack was so loud it blew a panel off one of the speakers in the theater. Bitchin'."

2) Chris Bieniek loved the fact that so many of the characters' moves were translated to the screen and still kind of made sense, although he admits to being somewhat peeved that when flying, M. Bison didn't spin around. At least Chun Li rocked the house in her hot red dress!

3) Nikos thought Guile's tattoo looked like it was received at four a.m. in Bankok, Thailand.

4) Betty was moved by Blanka's painful ordeal but wondered aloud, "Couldn't they have spent ten more bucks and bought that guy a better wig?"

5) Three words: *Vega kicks butt.*

6) Chris Gore thought the film was better than expected but one thing ruined it—Van Damme's hair—couldn't he have dyed it blond? Or perhaps there could have been some reason in the story to have his hair quick-dyed yellow and chopped into a nice punk-style. Sting might have [illegible] Guile—he's sure got the hair.

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RAPID DEPLOYMENT

Absolute Entertainment Unveils Hot New Sega CD Game

Flying out of Los Angeles on the red eye, I knew it was going to be a good trip when I got the whole row of seats to myself. Anticipation was running high because I didn't quite know what I was going to find in the woods of Upper Saddle River, New Jersey, the home of Absolute Entertainment's game production facilities. A limo driver picked me up at the gate and I was on my way to see Absolute's new game, *Rapid Deployment Force* for the Sega CD.

Bright and early the next day, all of the various game mag editors were met in the hotel lobby by a guy dressed up as a sergeant in the U.S. Army, circa 1944. We all piled into a World War II-era troop transport, and headed for Absolute's Iron Hammer Training Facility. Protected by barbed wire and armed guards, we were briefed by the staff, and then entered the warzone. This was a tent, set up so as to make me feel like I was trapped in one of those lost episodes of *M.A.S.H.*, complete with foxholes, radio equipment, and machine guns!

We all sat down for a speech by Absolute's president, Gary Kitchen, and then in came a guy who looked suspiciously like General George C. Patton.



Barbed wire, armed guards, and our troop transport.

The General, who plays the main character in *Rapid Deployment Force*, then gave another rousing speech. During the game, you take orders from him as you maneuver a crack team of tank commandoes who are ready to hit any trouble spot around the globe. Basically, it's a first-person tank simulation with some hot graphics and Full Motion Video. The general guides you through various missions that save the world from destruction.

After the General's strangely uncomfortable speech, a staged murder mystery unfolded. (See photos below.) After the spy was done in, we were treated to a tour of the Absolute offices where they gave us sneak peaks of their new Penn and Teller and *Battletech Grey Death Legion* games for the Sega CD.

After the tour, and a hearty lunch of cold cuts and pasta salad, we were off to the airport once again. This time, instead of intense heat, the limo's windows kept fogging up so that I thought we were going to crash. I was glad to finally reach the airport, and head back home. Look for a full review of ***Rapid Deployment Force*** in the next issue of *VIDEOGAMES*.

—Nikos Constant


One of the members of our assault team didn't have the proper credentials.

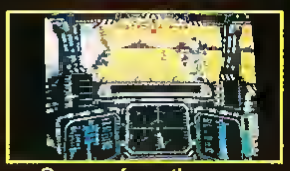

He grabbed a gun and made a break for it.


He was shot.


Dead.


The general was a very strange guy. Could he be mad?




Scenes from the new Battletech Sega CD game *Grey Death Legion*.


The making of *Grey Death Legion*. Absolute has their own blue screen facilities so all game production is done on site, even the FMV stuff. You look good, buddy!


Penn and Teller get wicked in their new Sega CD game. You'll be able to fool your friends for a rollicking good time.

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THE GORE SCORE

Industry News You Can Trust

It's your old pal Chris Gore here to dish the dirt and give you the latest info. While this may have been the most boring CES ever, believe it or not, there's lots of incredible news to report. First up there's a new war brewing. I'm not talking about the war of the next generation systems, I'm talking about a battle for a little green gecko lizard named Gex.

WANTED: MASCOT FOR 32-BIT GAME SYSTEM: *Gex* is an awesome platform game from Crystal Dynamics that looks hot to more than just gamers: Both Sega and Sony would like to see the cocky green lizard associated with their 32-bit systems. Sega is so hot that they're willing to leave Sonic on 16-bit and go with the Green One as their new spokesman. The Gex bidding war between Sony and Sega will heat up as the companies prepare to make major announcements at the Electronic Entertainment Expo. Both Sony and Sega would like to see Gex available only for their respective systems but sources at Crystal Dynamics maintain the Gex will be, "The mascot for 32-bit." Gex is planned for a release on the 3DO in March or April and could be the pack-in for the Sony PlayStation, with the lizard gracing the packaging. Sega maintains that there will be 32X and Saturn versions of *Gex*. Let's wait and see.

3DO GETS AGGRESSIVE: Goldstar and Panasonic are finally starting to act like game companies and market their respective 3DO systems as such. The current pack-in titles for the Goldstar include *FIFA Soccer* and *Shock Wave*. Not bad. The Goldstar digital video module also packs-in the Arnold sci-fi movie ***Total Recall***. Also in the planning stage is an all-in-one television and 3DO unit, much like the TV/VCR combos you see in stores today. The M2 accelerator, the 3DO 64-bit upgrade, will be out in FALL 1995 with some kind of pack-in and at least six titles available at launch. Things are looking up for 3DO: the hardware system outsold Sega and Nintendo three-to-one in major software chains. The Big Three may consider taking the 3DO platform a little more seriously as plans are under way for an even lower cost unit from Panasonic in late '95.

EARTHWORM JIM HITS THE ARCADES: *Earthworm Jim* fever is fast spreading across the nation and a coin-op by Williams is in the development stages right now. In addition, there's a 32X version of *Jim* in the works, plus the hilarious cartoon which starts airing this FALL. Expect this worm to become a household name by the end of the year.

NEXT GENERATION IS FOR REAL: The two words, "next generation" have now truly become part of the American consciousness. Besides being associated with a new ***Star Trek*** series and a popular trade magazine of the video games industry, I was surprised when I caught a surreal vacuum cleaner commercial while scanning the tube at CES. The ad described the household device as, "the next generation of vacuum cleaners...." Kinda strange.

NINTENDO'S ULTRA 64 WILL BE OUT FALL '95: There was a false rumor circulated by Nintendo themselves that said the Ultra 64 chips set was too expensive and that the product had been pushed back until Spring '96. This is absolutely untrue. Ultra 64 will be released in FALL of '95 and will cost only $250. Nintendo allegedly circulated the false rumor in order to get Sega and Sony to admit some of their respective plans for their 32-bit system launches. Expect Ultra 64 to be out this fall with six titles at launch including *Killer Instinct* and *Cruisin' USA*. Also look for a new ***Star Wars*** game from LucasArts that will blow you away. (Sorry, I can't tell you everything I know right now.) There may or may not be a pack-in but the pack-in game will likely be a new *Mario* title. And it will look like nothing you've ever seen, trust me. The only person on the entire CES floor to get a private showing of the Ultra 64 was the President of Toys R' Us. Heck, this guy must be more powerful than the President of the United States! Look for more Ultra 64 news in our next issue.

ATARI JAGUAR'S KILLER RAGE: This news is even bigger than the release of the Jag CD. It seems that a certain pre-historic fighting game is making its way onto the Jag in '95. Yes, *Primal Rage* is coming for the Jag CD! Time Warner is doing the port themselves. All we can do is hope that it's as good as the coin-op. Other exciting Jaguar news includes: *Batman Forever* is coming in third quarter, as is the new fighting game *Thea Realm Fighters*. The name might sound strange, but this one stars four of the *Mortal Kombat* martial artists: Ho Sung Pak (Liu Kang), Philip Ahn (Shang Tsung), Daniel Pesina (Johnny Cage), and Katalin Zamiar (Kitana, Mileena, and Jade). The game will employ motion-capture technology and should look very hot if everything goes as planned. In other Jag news, if you purchase a Jaguar with *Cybermorph* anytime between now and April 30, 1995 you'll get a free game (choose between *Wolfenstein 3D* and *Tempest 2000*) plus a second controller for free. Coupons for this offer are available wherever Atari Jaguars are sold.

RETURN FIRE—GAME OF THE SHOW: There really was no clear "Game of Show" for this winter's CES, but if I had to pick one it would be *Return Fire* for 3DO from Prolific Publishing. It's an incredibly addictive action/strategy game with arcade action that makes this the best two-player game since *Street Fighter II*. Look for a full review next issue.

SONY PLAYSTATION WILL ROLLOUT IN TOYS R' US: SONY: Sony Computer Entertainment of America announced the signing of licensing agreements with nearly 100 U.S. third-party publishers and developers to produce software for the company's next-generation, CD-based home video game system, the PlayStation, in the United States. "We have had an overwhelming response from the third-party community, with publishers and developers eager to showcase their creative and technical talents on what will be the superior entertainment technology available

Continued on following page...

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THE GORE SCORE

Continued from page 18...

on the market," said Steve Race, president, Sony Computer Entertainment of America. In Japan, 290 licensees have signed agreements with Sony Computer Entertainment, with more than 200 titles currently under development. 19 titles are already available in Japan, including Namco's popular arcade game *Ridge Racer* and *Parodius* from Konami. Other popular Japanese licensees include Capcom and Bandai.

SICK, MAN...JUST SICK: Are you sick of hearing about the coming platform wars? Well, guess what? I'm sick and tired of writing about it. Until, next issue, I'll see you when I see you. Hey, Ed! What happened to breakfast?

—Chris Gore
Editor-in-Chief



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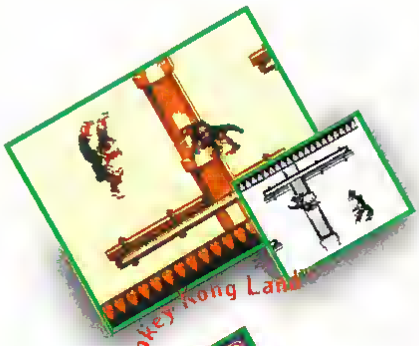
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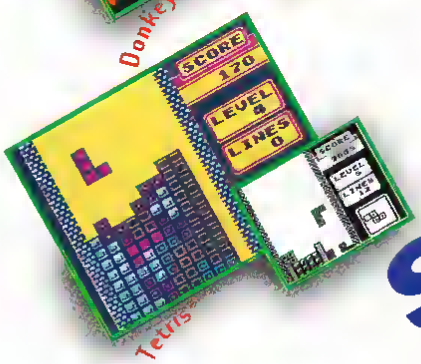
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As you can see, games like Link's Awakening look great in almost any color palette. When customizing the game you're playing, you'll find that contrasting colors often work best.



There is a secret about the border. If you pause your game and let it set long enough, the border image changes and/or sets itself in motion. It's like a Super NES screen saver. Try it!

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If you really want to go crazy with your borders, we suggest hooking up the Super NES Mouse to port II on your Super NES. It will work kind of like Mario Paint.® Just select a color from the color palette, click and hold the buttons, and paint away!

Another custom feature that will help you create stand-out screens is Super Game Boy's border option. It has nine pre-programmed borders, but your choices are almost endless because you can also design your own borders. Be creative. Select the Custom Border Icon and paint your own masterpiece.

Using a border that complements your game screen can certainly enhance your gaming experience. For example, set the scene for Link's Awakening by painting a border that features Koholint and Egg Mountain, or build an arena around your NBA Jam™ court.

Super Game Boy also allows you to edit the various colors of any given palette by increasing or decreasing the brightness of each color. If you come up with an unbeatable combination of colors, write down the password that you're given, and then enter it any time you want to use that palette again. It's versatile. It's comprehensive. It's cool.

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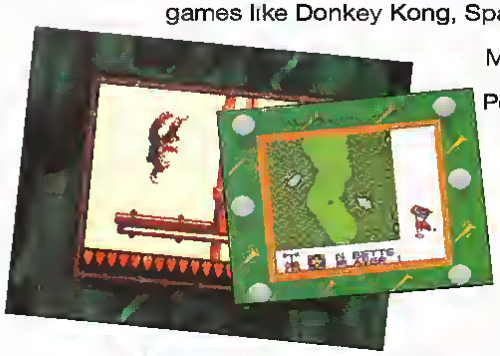
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TIPS & TRICKS

BY NIKOS CONSTANT & ZACH MESTON

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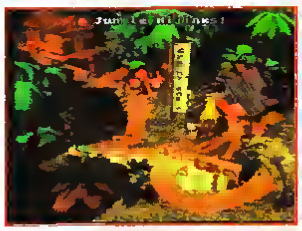
101% Now, Baby!

If you've got it, there's no doubt you've been playing the heck out of *Donkey Kong Country* because it's the most incredible game ever to grace the SNES. But did you finish the whole thing with only have 60% complete? Did this frustrate the heck out of you?! Well, there's not much you can do except continue looking for hidden levels. Here are some basic hints:

First, you'll know you've completed a level when an exclamation point (!) appears after the level name. This means that when you get to the end of Snow Barrel Blast and go back to the map, which will say "Snow Barrel Blast!" then you've found all the secret stuff in that level. If there's no exclamation (!), keep looking.

Secondly, when every level of the game has an exclamation point after it, you'll find that 101% of the game has been completed. So don't just aim for a mere 100%, get out there and crank it.

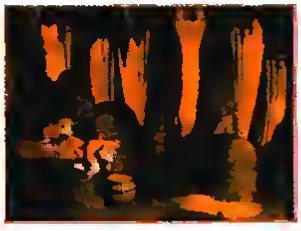
A final tip for all you Kongers out there, when you do a roll and jump off of the side of a cliff, you'll find that if you time it correctly, you can actually roll off the cliff and jump in mid-air, as long as the roll-jump is timed perfectly. This extra distance will come in handy when exceptionally long jumps are required.



An exclamation point (!) at the completion of a level means that you've found all the secret stuff



When every level has an exclamation point (!) you'll be done with 101% of the game.



Use the special roll-jump for extra distance when jumping off cliffs. Just roll right off the cliff...



...and jump in mid-air!



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COST 95¢ per minute
TIPS Atari's Game Line offers Touch-Tone menus with recorded messages of tips and strategies for recent Atari games for the Lynx and Jaguar.

Turbo Technologies Inc.
(310) 337-6916
HOURS Monday through Friday—9 a.m. to 6 p.m. (Pacific Standard Time)
COST Standard long distance rates to Los Angeles, California, apply
TIPS TTI's game counselors field questions about any NEC, TTI or Working Designs game for the TurboGrafx-16 or Duo

Electronic Arts
(900) 288-HINT
HOURS 24 hours a day, seven days a week
COST 95¢ for the first minute, 75¢ each additional minute
TIPS Recorded messages provide tips and passwords for Electronic Arts games, game counselors may also be available during normal business hours

U.S. Gold (*Flashback* Gameline)
(900) 288-GAME
HOURS 24 hours a day, seven days a week
COST 85¢ per minute
TIPS Touch-Tone menus of recorded messages offering tips and strategies for U.S. Gold's *Flashback* for the Genesis and Super NES

Data East
(900) 4545-HELP
HOURS 24 hours a day, seven days a week for recorded messages, or 8 a.m. to 5 p.m. (Pacific Standard Time) Monday through Friday for optional game counselor assistance
COST 95¢ for the first minute, 75¢ each additional minute
TIPS Tips and strategies for Data East's *Shadowrun* for the Super NES are the primary resource, but help is available for many other Data East titles



TURBO MODE

To access a fast-playing turbo mode in the Genesis version of *Madden '95*—with a turbo coin toss and one-minute quarters—enter the code **A, C, C, B, B** at the "Game Setup" screen. You'll hear Johnny yell "Boom!" and the screen will mysteriously say "Built on 8/23/94 9:54 PM."



For Turbo mode, go to the 'Game Setup" screen and enter the code **A, C, C, B, B**.



You will hear Johnny yell "Boom!" and the screen will mysteriously say "Built on 8/23/94 9:54 PM."



You can choose one minute quarters



And the coin toss is Turbo-charged

HIDDEN TEAMS

For hidden teams, enter the code **B, A, C, A, C** at the same screen. You'll hear the big guy yell "Pow!" Now you can play as the new NFL franchise teams, the Panthers and the Jaguars.



To find the hidden teams, enter the code **B, A, C, A, C** at the "Game Setup' screen. You will hear the big guy yell "Pow!"



Now you can play as the new NFL franchise teams, the Panthers and the Jaguars



CHEAT PASSWORDS

If you're a fan of the Super FX chip and just can't get enough of that polygon-crazed shooter *Vortex*, you'll be glad to know that help is on the way. The following passwords will give you infinite lives, a level select, indestructibility and infinite ammo. Now you can zip around the 3-D world with ease. All of the following codes should be entered on the "Password" option screen. When you've done the code correctly, the screen will say what the code does that you've entered (e.g., "Indestructible").



Enter **JTTSJ**...



...for **INFINITE LIVES**



Enter **CTGXF**



for **LEVEL SWITCH**



To use the Level Switch, start a regular game



Instead of going to the first level, you can press **Up** or **Down** on the D-pad to select a level



Now you can play anywhere



Enter **HVZSM**



...to become **INDESTRUCTIBLE**



Enter **WSVTQ**



...for **INFINITE AMMO**



OODLE$ OF MONEY

Want to start the game off with lots of cash? This code will let you max out your bank account to buy what you want. Go to the Options Screen where you can Re-configure the controls. Then enter the code **A, B, C, A, B, C, A, B, C, A, B, C, A, B, C, L.** (That's **ABC** six times and then the **L** button.) You'll hear a whirring sound. Reconfigure the controls, because you'll probably have messed them up, and then start the game either in Story or Arcade mode. You'll find that you have tons of money to buy stuff. Unfortunately, you can only do this once per game.





Go to the Re-configure controls screen in the Options menu.



Press **A, B, C, A, B, C, A, B, C, A, B, C, A, B, C, A, B, C, L.** (That's **ABC six times** and then the **L** button.) You'll hear a whirring sound.



Reconfigure the controls to your liking.



Start the game in "Story" or "Arcade" mode.



You'll find oodles of dough in your bank account to buy stuff.



Go crazy!

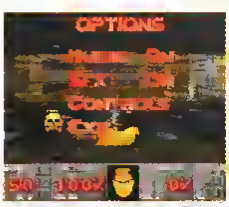


GOD MODE AND ALL WEAPONS

These are our first codes for the 32X! Nice! Unfortunately, you need a six-button controller. To get to God Mode, Pause the game and press **Up, Z, X,** and the **MODE** button all at the same time. When you get back into the game the marine's eyes will turn yellow and you'll be invincible. To have all the weapons and ammo you can shoot, press **Up, A, C,** and **MODE**. Unpause the game and go ballistic.



GOD MODE



Pause the game and jab **UP+Z+X+MODE** all at the same time.



Unpause the game and you are unkillable. You'll know you've done it right when the marine's eyes turn yellow.

ALL WEAPONS & AMMO



Pause the game and press **UP+A+C+MODE**.

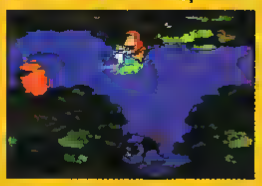


Unpause the game and you are a force to be reckoned with. Choose a killing device and murder stuff.

GAME GENIE CODES

Codes for use with Galoob's Game Genie Video Game Enhancers

DONKEY KONG COUNTRY
(Nintendo for the Super NES)



3D8F-C273—All animals jump super high
A08F-C273—All animals jump higher

MADDEN '95
(Electronic Arts for the Genesis)

8250-5700—Infinite timeouts—both players—may cause slight graphic errors
DD6F-77AF—Safeties worth 0 points
DB62-E4DF—Touchdowns worth 9 points
DB6F-8404—Field goals worth 9 points
C267-E46D—Always 1st down

SUPER RETURN OF THE JEDI
(JVC for the Genesis)



F682-C7B1—Start with 25 lives
C230-CF0F—Infinite lives
1BBD-C703 + EEBD-C763 + EEBD-C7A3—Finish the 1st level almost instantly

CONTRA HARD CORPS
(Konami for the Genesis)



RERT-C6X4—Infinite lives
RFTT-C614—Each bomb worth 99
RHVA-A6WR—Invincible
H9GA-AAE6—Start with all weapons
AM4A-AA8C—You don't lose a weapon when you die



BATTLEMORPH™ This much-anticipated 3-D sequel to Cybermorph has a killer new twist. You can seek out new worlds underwater and underground. Available 1st quarter.



BRETT HULL HOCKEY™ With awesome digitized graphics and a real-time 3-D rink, you'll feel every slapshot, save and humiliating slam into the boards. Available 2nd quarter.



DRAGON'S LAIR® Dirk's back, only this time he'll be fighting dragons in your home. It'll take the Jaguar's raw 64-bit power to the max. Available 1st quarter.



HIGHLANDER™ Based on the hit movies and TV series, Highlander will take your swordsmanship to the 64-bit level. Available 1st quarter.



ROBINSON'S REQUIEM™ Imprisoned on an alien planet, you either escape or die. You'll cover 3 miles of 3-D terrain as you fight off starvation, predators and insanity. Available 2nd quarter.



BLUE LIGHTNING™ You're in an F-18 battling a renegade general. Can you handle precision flying and stomach-wrenching dogfights or do you need your mother? Available 1st quarter.



CREATURE SHOCK™ You're on a mission to find the remains of a lost ship on the near-dead Planet Earth. 3-D graphics and eerie special effects add to the chills. Available 2nd quarter.

ATARI Game tips and hints 1-900-73-ATARI 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch tone telephone is required. USA only. Atari Jaguar information is available in the Atari Gaming Forum on CompuServe. Type GO JAGUAR to access this area 24 hours a day. Atari Jaguar information is available in the Atari Roundtable Forum on GEnie. Type JAGUAR to access this area 24 hours a day. ATARI, the Atari logo, Jaguar, the Jaguar logo, Jaguar CD, VLM, Virtual Light Machine, Battlemorph are trademarks or registered trademarks of Atari Corporation. Copyright 1994, Atari Corporation. Sunnyvale, CA 94089-1302. Made in the U.S. of domestic and imported components. All rights reserved. All other trademarks and copyrights are properties of their respective owners. *Dragon s

How can we possibly make the 64-bit Jaguar more powerful? Attach an Atari double-speed CD player. It's a lot like attaching an atom bomb to an F-14. We're talking explosive power that no other CD-ROM combination can match. Just piggyback this 790-megabyte monster onto your Jaguar and watch your TV come alive with insane true color, movie-like images and CD-quality stereo sound.

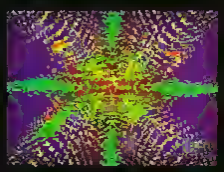


DEMOLITION MAN™ Get ready for an interactive adventure with live action footage of Stallone and Snipes. Now your sappy dreams of movie stardom can be a reality. Available 1st quarter.

The most powerful game system in the world just got a 790 Meg TUNE-UP.



VIRTUAL LIGHT MACHINE™ Watch the beats of your CD's come to life in a pulsating collage of 65,000 mind-blowing colors. Or create your own cosmic light show at the touch of a button.



If our interactive CD games don't rearrange your brain cells, the built-in Virtual Light Machine will. Throw on your favorite CD, and watch the music morph, contort, and pulsate in a psychedelic light show your ex-hippie parents may even appreciate. So check out the new CD player for the Jaguar. It'll crank the torque up to nuclear proportions.

$149

JAGUAR™ 64-BIT MULTIMEDIA PLAYER CD

DO+THE MATH

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STAGE SELECT

Has this Disney game got you down? Do kids call you a wimp because you can't finish *Aladdin*? Well, now you can show them. At the Options Screen quickly enter the code L, R, START, SELECT, X, Y, A, and B on controller 2. If you've done it correctly you'll hear a chime. When you return to the Main Menu, you'll find a stage number that appears over the "Game Start" option. Press LEFT or RIGHT on Controller 1 to change the stages.



At the **Option Screen**, quickly press **L**, **R**, **START**, **SELECT**, **X**, **Y**, **A**, and **B** on **CONTROLLER 2**. Listen for the chime.



Go back to the main menu and you'll find a level select number above the "Game Start" option.



Press **L** and **LEFT** at the same time, or **R** and **RIGHT** on **CONTROLLER 1** to change the stage numbers.



Now you can skip to any level.



COMPLETION PASSWORDS

This Jordan game is surprisingly good, considering it was meant to cash in on the popularity of the greatest basketball player alive. It will probably sell really well in Chicago, where Jordan-fever still runs rampant. The following passwords will let you check out the game's levels, without having to slam-dunk your way through the whole thing.



Complete the Cells only.
3K5BGX0DR9X
Complete the Cells and Laboratory only.
JGL8PKGHWTS
Complete the Cells and Factory only.
TJQ33CDQZZD
Complete the Cells, Laboratory, and Factory.
2SQZ21ZYRHB
Complete the Cells, Laboratory, and Factory with all captives rescued.
TSMMHGBW43D



JEDI PASSWORDS

That skating and game playing fool, Jeremy Klein, gave us the lowdown on *Super Jedi* by sending us these passwords for all of the levels on all of the difficulty settings. Get *Star Wars* fever playing every level!



EASY

Tatooine: RLGQMN
Jabba's Hall: ZJLMRJ
Jabba's Palace: LZLKJF
Rancor Pit: VTYMZX
Sail Barge: QZNFPP
Inside Barge: VKCDFD
Speeder Bike: ZCTKFC
Ewok Village 1: QYXYHB
Ewok Village 2: LFWLTQ
Endor: QDQGKH
Millennium Falcon: CPMRZY
Power Generator: CDWLTY
Inside Death Star: BPFFZQ
Millennium Falcon: RMNVLC
Tower: RVKFKG
Tower Entrance (Vader): VQXDQJ
Emperor's Chamber: HLQMVL
Millennium Falcon 1: VQJGWF
Millennium Falcon 2: ZZSTXZ

BRAVE

Tatooine: BGFSMH
Jabba's Hall: JVPLHP
Jabba's Palace: VDLBGG
Rancor Pit: MKYXVN
Sail Barge: LBRHFR
Inside Barge: GPTDZC
Speeder Bike: DDDQYZ
Ewok Village 1: TLVHFT
Ewok Village 2: NVBJJH
Endor: GRMJYX
Millennium Falcon 1: ZKQHQD
Power Generator: WCBMKS
Inside Death Star: KXVZZD
Millennium Falcon: BWHPHZ
Tower: MKZYDP
Tower Entrance (Veder): KHWKCB
Emperor's Chamber: WDSMNN
Millennium Falcon 2: QWYXGN
Millennium Falcon 3: BGSWLD

JEDI

Tatooine: RRSBTS
Jabba's Hall: YQYHJN
Jabba's Palace: ZPNKKZ
Rancor Pit: BZGBJX
Sail Barge: MSDZZR
Inside Barge: XXVPBG
Speeder Bike: CQQBKP
Ewok Village 1: XNHPSF
Ewok Village 2: KQMLXP
Endor: MFWHQM
Millennium Falcon: VCYNNP
Power Generator: BPSDVS
Inside Death Star: DSFYGD
Millennium Falcon: NJHPHL
Tower: BZCBCB
Tower Entrance (Vader): VGKSNJ
Emperor's Chamber: PPNNZY
Millennium Falcon 1: CJQKMX
Millennium Falcon 2: TXQLTM





One of the greatest games ever to come out on the Atari 2600, *Pitfall* has been revamped for the '90s and it is on fire. If you're having trouble with the Genesis or Sega CD versions, here are some codes for extra lives, a stage select, extra weapons, and to the end credits. We're also giving you codes for the two secret games: the Atari 2600 version of *Pitfall* and the hidden *Simon*-type game. Each of the following codes needs to be done at the title screen.

9 LIVES



At the title screen, press **Right, A, Down, B, Right, A, B, Up, Down.**



Start the game and you'll have nine lives.

99 WEAPONS POWER-UP



At the title screen press **A, B, Up, C, A, C, A**



Start the game and you'll have the maximum amounts of all your weapons

GO TO THE ABC SIMON GAME



At the title screen press **B, A, Down, C, Right, A, B** (BAD CRAB).



You'll skip to the the ABC *Simon* game. Match the pattern to escape from the death room.

STAGE SELECT



At the title screen press **B, Right, A, Down, Right, Up, B, Left, A, Up, Right, A, Up** (That's BRAD RUB LAURA U).



The stage select will appear above the words "Start," "Info," and "Options." Press **Up** or **Down** on the D-pad to switch levels.



Start the game and you'll be on the level you picked!

DIRECT TO 2600 PITFALL!



Press **Down**, then press the **A** button **26 times** and press **Down** again.



You will go directly to the original 2600 version of *Pitfall*.



We haven't found as many codes for the SNES version of *Pitfall*, but here's our favorite, the code that gets you to the hidden 2600 version of *Pitfall*. At the title screen press **SELECT, A, A, A, A, A, A, SELECT** and **START**. You will be whisked off to *Pitfall* 1982.



At the title screen press **SELECT, A, A, A, A, A, A, SELECT,** and **START**.



Now you're playing with power!



Stage Skip

If you're having trouble terminating the bad guys, here's a stage-skip cheat. First, go to the Title screen and press **Left, Up, Right, Up, Left, Left, Left, Right, Down, Down** before the High Score screen appears. Then, on the High Score screen, press **Right, Up, Up, Left, Right, Right, Right, Left, Down, Down, Right, Up**. You'll hear a *boom*. Next, start the game, and whenever you feel like skipping to the end of any stage, press the **L** button.



At the Title screen, enter **LEFT, UP, RIGHT, UP, LEFT, LEFT, LEFT, RIGHT, DOWN** and **DOWN** before the High Score screen pops up. You will hear a *boom*.



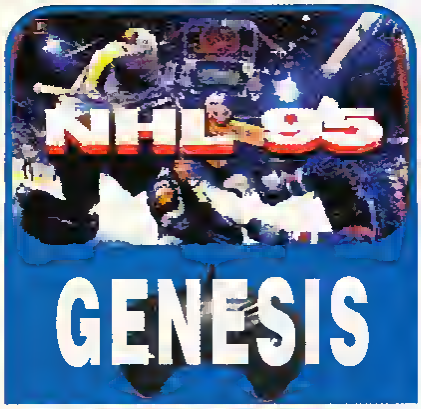
Enter the second part of the code: **RIGHT, UP, UP, LEFT, RIGHT, RIGHT, RIGHT, LEFT, DOWN, DOWN, RIGHT** and **UP** at the High Score screen. You will hear another *boom*.



Start a game. Every time you want to skip to the end of a stage, **PAUSE** the game and press the **L** button. While still holding **L**, **UNPAUSE** the game.



You will complete the level.

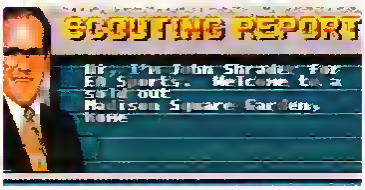


30-Second Periods

To play games with 30-second periods—so that you don't have to play a season that takes forever—start a game. When the Controller Configuration screen comes up, hold down **A, C** and **START**, then release. The Scouting Report screen will come up, so press and hold **A, C** and **START** again. On the next screen, choose Abort Game. This will bring you back to the main menu. The Period Length will now say 30 seconds. Start the game and score quickly!



At the Controller Configuration screen, hold down **A, C** and **START**.



You will go to the Scouting Report screen where you need to press **A, C** and **START** again.



At the next screen, choose Abort Game.



This will bring you back to the main menu where it will say '30 Seconds' next to Period Length.

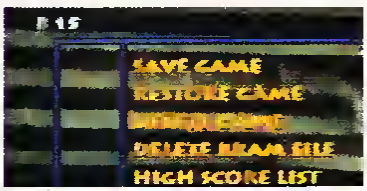


Hidden Scenes

If you want to see some behind-the-scenes footage of the making of *Slam City*, go to the Options screen and press **A, B** and **C** in order, holding each button down as you press it. The characters "B15" will appear in the upper left corner of the screen. Keep holding **A, B** and **C**, and press **Right** to access the hidden scene. To see a goofy blooper, press and hold **A, B** and **C**, and then press **Up** when "B15" is in the upper left corner of the screen.



Press and hold **A, B** and **C** in order until all three buttons are being held down.



Continue to hold **A+B+C**, and press **Right** on the D-pad.



The game will jump into some hidden footage that shows the making of *Slam City*.

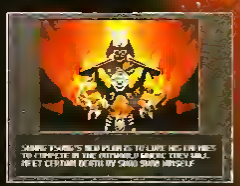


If you follow the same directions but press **Up** instead of **Right**, you'll see a blooper shot.

NOTHING, NOTHING CAN PREPARE YOUR 32X.



UNLEASH JOHNNY CAGE'S SHADDW KICK!



ALL THE ACTION OF THE ARCADE SMASH!



FRIENDSHIP?



FLAMING SKULLS SCREAM PAST YOU IN STEREO!

MORTAL KOMBAT II®

Rip into the *real* arcade action that 32 megs of high-speed, 32 bit processing can deliver! Trade-up to faster game play, realistic character animation, state-of-the-art graphics and the bone-crunching music and sound f/x of the arcade smash—from "Finish Him" to "Flawless Victory." You might have played it before but... Nothing, NOTHING can prepare you for MKII on 32X!



MATURE M AGES 17+

NOW ON GENESIS™ 32X

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CIRCLE #108 ON READER SERVICE CARD.



Go to the Rellay of the Warrior

As promised last ish, here are the codes to play as Black Dragon, Major Trouble, Voodoo, and Gulab Jamun, along with a move list for Gulab. Have a mondo fun time!

Hidden Character Codes!

Black Dragon

Go to the NAMES option on the main menu. Enter the name WYVERN and the birthdate MAR 9 1927. Now go to the GAME option and select VERSUS MODE. When the character selection screen appears, move the cursor to Crimson Glory, then move the cursor to the right to select Black Dragon. (You can use this code in combination with any one of the other character codes, just move the cursor to the right again to select between the two hidden characters.)

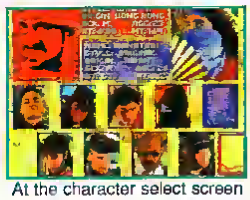

Go to the "**NAMES**" option on the main menu.


Enter the name "**WYVERN**."


And the date "**MAR 9 1927**."



Select the "**VERSUS**" game.


At the character select screen move the cursor to Crimson Glory, then move the cursor to the right to select Black Dragon.


You'll get this neat character "Vs." screen.


You are now the Black Dragon.

Major Trouble

Follow the steps above, entering the name BAD BOY (with a space between BAD and BOY) and the birthdate FEB 4 1908.


Enter the name "**BAD BOY**."


And the date "**FEB 4 1908**."


At the character select screen move the cursor to Crimson Glory, then move the cursor to the right to select Major Trouble.


You are now the Major Trouble.

Voodoo

Follow the steps above, entering the name EVIL and the birthdate JUNE 6 1966. (6-6-66, get it?)


Enter the name "**EVIL**."


And the date "**JUNE 6 1966**."


At the character select screen move the cursor to Crimson Glory, then move the cursor to the right to select Voodoo.


You are now the Voodoo.

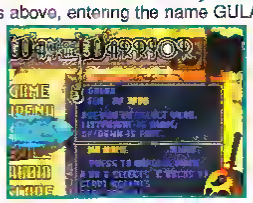


Gulab Jamun

Follow the steps above, entering the name GULAB and the birthdate FEB 29 1900.



Enter the name "**GULAB**."



And the date "**FEB 29 1900**."


At the character select screen move the cursor to Crimson Glory, then move the cursor to the right to select Gulab Jamun.


You are now the Gulab Jamun.

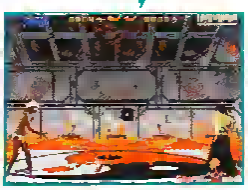
Gulab Jamun's Regular Moves

Buttons	Normal	Close	Jump	Duck
A	Jab	Eye Tap	Jump Jab	Duck Jab
L	Punch	Swami Look	Jump Punch	Duck Punch
C	Kick	Knee	Jump Kick	Duck Kick
R	Roundhouse	Head Butt	Jump Stomp	Sweep
B	Block	Block	-	Block

Gulab Jamun's Special Moves


Air Slide
Jump Back, press ↘ + **C**.


Blade Slash
Jump, press ↑ + **L**


Buzz Saw
↓↘→ + **A** (for a slow Buzz Saw) or **L** (for a fast Buzz Saw)

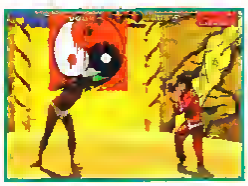

Duck Float
Press ↙ or ↘ while ducking.


Duck Slide
Press ↘ + **C**


Duck Spin
Press ↙ + **L** while ducking


Rope Trick
↓↘→ + **B**


Super Swami Glare
→ + **L**


Swami Glare
→ + **A**.


Swami Spin
← + **L**

Facalities


Swami Death Stare
Press **A** + **B** + **C**

Tug Of War Mode

To play a game with a single energy bar just like in *World Heroes*, go to the NAMES option on the main menu. Enter the name TUGAWAR and the birthdate APR 16 1964. Now go to the GAME option and select VERSUS MODE. (You'll notice on the way up that the "CAVE" now appears in the stage select.) There is a new alley stage that you can fight a Tug of War game with a single energy bar to fight over.



Enter the name "**TUGAWAR**."



And the date "**APR 16 1964**."



You'll notice that the "**CAVE**" now appears in the stage select.


Select a "**VERSUS**" game.


And tug the night away!

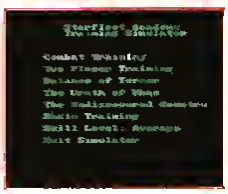


Kirk's Work

When we beamed aboard an alien wandering the streets of Beverly Hills, we found some codes for Interplay's new *Star Trek* game that he was trying to pass on to the Klingons. After a quick de-briefing, we're able to pass them on to you. Along with some codes to add new names and starships to the game, we're also giving you a complete breakdown on each ship's capabilities and passwords for all of the game's levels.

Add New Ships in Training Simulator

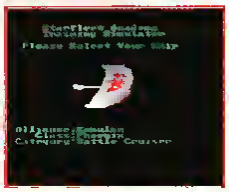
To add new player and opponent ships to Combat Training and Two-Player Training, hold down L, R, SELECT and enter the code A, Y, B, Y at the "Training Simulator Main Menu," "Ship Selection Menu," or the "Two Player Ship Selection Menu." Once you have entered the code, it will stay there until the SNES is reset.





Hold down L, R, SELECT and enter A, Y, B, Y at any of the above screens...







...to add new ships to Combat Training and Two Player Training.

New Ship Log

Use the following chart to see how the code activates the different ships in different Training scenarios.

Starship Name	Combat Training Player Ship No Code	Combat Training Player Ship Code AYBY	Combat Training Opponent Ship No Code	Combat Training Opponent Ship Code AYBY	Two-Player Training No Code	Two-Player Training Code AYBY
Federation Constitution - Original	Yes	Yes	No	Yes	No	Yes
Federation Constitution - Refit	Yes	Yes	Yes	Yes	Yes	Yes
Federation Miranda	Yes	Yes	Yes	Yes	Yes	Yes
Federation Oberth	Yes	Yes	Yes	Yes	Yes	Yes
Federation Excelsior	No	Yes	No	Yes	No	Yes
Klingon D7 (K't'inga)	Yes	Yes	Yes	Yes	Yes	Yes
Klingon Bird of Prey	No	Yes	Yes	Yes	Yes	Yes
Romulan Bird of Prey	Yes	Yes	Yes	Yes	Yes	Yes
Romulan D7-R	Yes	Yes	Yes	Yes	Yes	Yes
Romulan Phoenix	No	Yes	No	Yes	No	Yes
Gorn	No	No	No	Yes	No	Yes
Tholian	No	No	No	Yes	No	Yes
Venturi	No	No	No	Yes	No	Yes
Alien	No	No	No	No	No	No

Choose Playtester Names

At the "New Cadet Registration" screen, hold down L, R, SELECT and enter the code X, Y, X, Y. Now you can select the name of one of the game's playtesters.



Hold down L, R, SELECT and enter the code X, Y, X, Y...



...to play as one of the game's playtesters.

Choose Star Trek Series Names

After you have entered the X, Y, X, Y code at the "New Cadet Registration" screen, hold down L, R, SELECT again and punch in A, B, A, B. Now you can play as James T. Kirk and the whole gang of space idiots.



Hold down L, R, SELECT and enter X, Y, X, Y, A, B, A, B...



...to play as a character from the original series.

Special Ending

When playing the final Kobayashi Maru mission as James T. Kirk, you'll find a special ending. Unfortunately, you can't enter a passcode to get there direct because the passcode does not register the special code names. You must play the entire game in one sitting or play the game with the default name "Darryl Hawkins," then type the codes X, Y, X, Y and A, B, A, B while in the "Password Entry" screen. Enter the passcode normally, then enter the code before pressing SELECT. Verify the name by selecting "Transcript" in the classroom. A bonus hint for this mission: Try hailing the Klingons instead of attacking.



To see the special James T. Kirk ending, enter the password TK as Darryl Hawkins...



...then type in the codes X, Y, X, Y, A, B, A, B at the "Password Entry" screen and then press SELECT



Verify the name by selecting "Transcript" in the classroom. You should be playing as Kirk.



Now try to win.

General Information

Use the following two charts to see the capabilities of every ship in the game.

Starship Name	Speed	Acceleration	Turn Speed	Ship Size	Hull Strength	Shield Strngth
Federation Constitution - Orginal	Medium	Fast	Normal	Medium	Normal	Normal
Federation Constitution - Refit	Fast	Fast	Fast	Medium	Medium Strong	Medium Strong
Federation Miranda	Medium	Fast	Normal	Medium	Normal	Normal
Federation Oberth	Slow	Fast	Normal	Medium	Weak	Weak
Federation Excelsior	Very Fast	Fast	Fast	Large	Very Strong	Very Strong
Klingon D7 (K't'inga)	Fast	Normal	Fast	Medium	Medium Strong	Medium Strong
Klingon Bird of Prey	Fast	Very Fast	Very Fast	Small	Weak	Medium Strong
Romulan Bird of Prey	Very Slow	Normal	Fast	Very Small	Very Weak	Very Weak
Romulan D7-R	Fast	Normal	Fast	Medium	Normal	Normal
Romulan Phoenix	Fast	Fast	Fast	Medium	Very Strong	Very Strong
Gorn	Fast	Normal	Fast	Medium	Strong	Weak
Tholian	Fast	Normal	Fast	Medium	Very Weak	Medium Strong
Venturi	Fast	Normal	Fast	Medium	Weak	Weak
Alien	Fast	Normal	Fast	Large	Strong	Strong

Starship Name	Weapon Type	Shield Damage	Hull Damage	Charge Rate	Full Charge	Weapon Speed	Weapon Range
Federation Constitution - Orginal	Phaser	Medium	Low	1.5 sec.	1.5	Very Fast	Long
	Photon Torpedo	Low	Medium	5 sec	2	Medium	Medium
Federation Constitution - Refit	Phaser	Medium	Low	1.5 sec	1.5	Very Fast	Long
	Photon Torpedo	Low	Medium	5 sec	4	Medium	Medium
Federation Miranda	Phaser	Medium	Low	1.5 sec	1.5	Very Fast	Long
	Photon Torpedo	Low	Medium	5 sec	2	Medium	Medium
Federation Oberth	Phaser	Medium	Low	1.5 sec	1.5	Very Fast	Long
	Photon Torpedo	Low	Medium	5 sec	1	Medium	Medium
Federation Excelsior	Phaser	Medium	Low	1 sec	2	Very Fast	Long
	Photon Torpedo	Low	Medium	2 sec	4	Medium	Medium
Klingon D7 (K't'inga)	Disrupter	Medium	Low	2 sec	1.5	Very Fast	Long
	Photon Torpedo	Low	Medium	5 sec	3	Medium	Medium
Klingon Bird of Prey	Disrupter	Medium	Low	1 sec	1.5	Very Fast	Long
	Photon Torpedo	Low	Medium	5 sec	2	Medium	Medium
Romulan Bird of Prey	Disrupter	Medium	Low	3 sec	1.5	Very Fast	Long
	Photon Torpedo	High	High	20 sec	1	Slow	Long
Romulan D7-R	Disrupter	Medium	Low	2 sec	1.5	Very Fast	Long
	Plasma Torpedo	High	High	10 sec	1	Slow	Long
Romulan Phoenix	Disrupter	Medium	Low	1 sec	1.5	Very Fast	Long
	Plasma Torpedo	High	High	5 sec	1	Slow	Long
Gorn	Blaster	Medium	Medium	1.5 sec	1	Very Fast	Very Long
	Blaster	Medium	Medium	1.5 sec	1	Very Fast	Very Long
Tholian	Tholian Laser	Medium	Medium	1.5 sec	1	Very Fast	Very Long
	Tholian Laser	Medium	Medium	1.5 sec	1	Very Fast	Very Long
Venturi	Venturi Laser	Medium	Medium	1 sec	1	Very Fast	Very Long
	Venturi Torpedo	Low	Medium	5 sec	1	Medium	Medium
Alien	Alien Beam	Medium	Low	1.5 sec	1.5	Very Fast	Long
	Alien Torpedo	Low	Medium	5 sec	4	Medium	Medium

Passcodes

Freshman Year
Mission 101
XXXRXXYRXRYL
Mission 102
XXXRAXALXRYY
Mission 103
XXXRLYYAXRYX
Mission 104
XXXRYYAXXRYL
Mission 105
XXXRBAXLXRYA

Sophomore Year
Mission 201
XXXRRXYRXYYB
Mission 202
XXXLXXABXYYA
Mission 203
XXXLAYYAXYYA
Mission 204
XXXLLYAXXYYX
Mission 205
XXXLYAXLXYYA

Junior Year
Mission 301
XXXLBXYRYLXX
Mission 302
XXXLRXYRYLXR
Mission 303
XXXBXXALYLXB
Mission 304
XXXBAYYAYLXA
Mission 305
XXXBLYAXYLXX

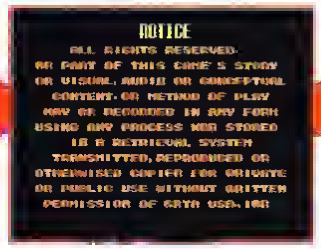
Senior Year
Mission 401
XXXBYXYRYYBL
Mission 402
XXXBBXABYYBA
Mission 403
XXXBRYYAYYBX
Mission 404
XXXAXYYAYYBA
Mission 405
XXXAAYAYYYBB

Final Exam
Mission 000
XXXALAXRYYBY

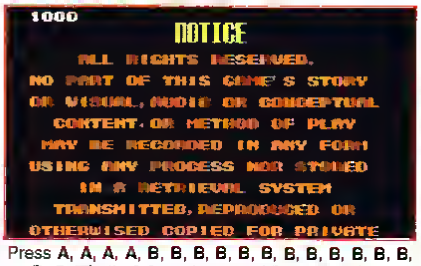


Chunky Codes

F1 ROC II is filled with secret stuff. In addition to a Track Select, Sound Test and special Time Attack Mode, there are two hidden arcade games! Each of the codes must be done using **Controller 2** at the "Notice" screen that appears when you turn the game on. The screen is only up for a few seconds so you have to do all of the codes quickly!



Track Select



Press **A, A, A, A, B, B, B, B, B, B, B, B, B, B, B, B, B, B** (That's **A four** times and **B 14 times**) on **Controller 2**. The number "1000" will appear in the upper left corner of the screen

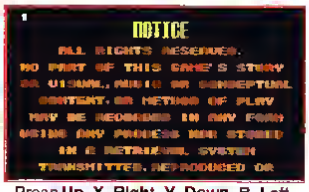


Begin a race in "Grand Prix" mode and choose one of the saved characters that has made the F1 racing class. Go to the "Course" Option.



Press **UP** or **DOWN** to change tracks.

Time Attack Mode



Press **Up, X, Right, Y, Down, B, Left, A, A** on **Controller 2**. The number "1" will appear in the upper left corner of the screen



The screen will fade into the Time Attack Mode



You can select a course, how many laps you want to compete, and the time you want to beat.



Use this to practice your skills of speed.

Sound Test

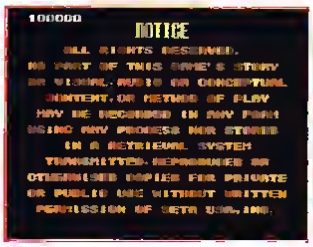


Press **L, R, L, R, L, R, L, R, L, R, R** on **CONTROLLER 2**. The number "100" will appear in the corner of the screen.

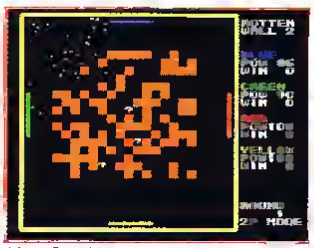


The "Sound Test Mode" will appear.

Hidden Game #1



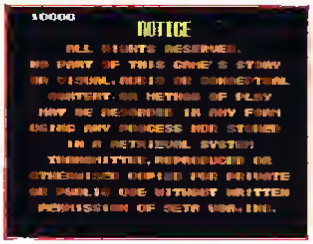
Press **X, X, X, X, Y, Y** on **Controller 2**. The number "100000" will appear in the corner of the screen.



It's a *Breakout*-style game that you can play with up to four players!

Hidden Game #2

Press **Y, Y, Y, Y, X, X** on **CONTROLLER 2**. The number "10000" will appear in the upper left corner of the screen





This time it's a two-player *Pong*-like fighting game!

A TRUE SAMURAI FIGHTS WITH DIGNITY AND HONOR.

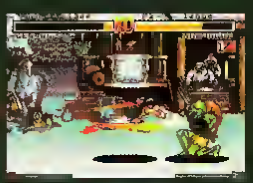


But that doesn't mean you have to.



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Go back to the end of the 18th century when fighting was for dignity and honor. When style and form was of importance. Of course you don't have to play like that though. Cutting an opponent in half is half the fun. Through the intense graphics and sounds of Sega CD, you'll really think you're back in Feudal Japan!



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CIRCLE #109 ON READER SERVICE CARD.



Play As Super Otane

Instead of starting the game as old-lady Otane, you can play as the young vixen S-Otane. At the Game Start screen, put the cursor on V.S. Mode. Hold down **Y**, **B**, **A** and press **START**. This will take you to the Character Select screen. Put the cursor on Otane, and hold down the **L** and **R** buttons. While you're holding the **L** and **R** buttons, punch in the code **X**, **Y**, **B**, **A**. Select the second player to go to the Stage Select screen where you should just press **START**. You will find that you're playing as S-Otane.



At the Game Start screen, put the cursor on V.S Mode, hold down **Y**, **B**, **A** and press **START**



On the Character Select screen, put the cursor on Otane, hold down the **L** and **R** buttons and press **X**, **Y**, **B**, **A**



Select the second player character, the handicap and the stage

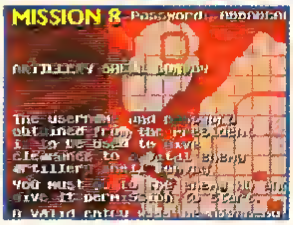


When the match starts, you'll be playing S-Otane



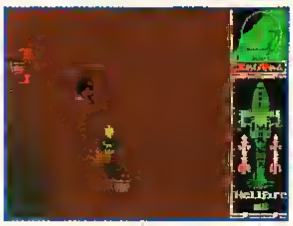
Secret Game and Cheat Codes

Red Zone is one of the harder helicopter games to get used to, but if you're having problems, check out this stuff. The following are passcodes for all the missions, including passcodes that give you invincibility. You can also check out the secret two-player *Asteroids*-style game.



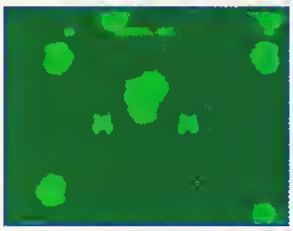
Enter the following codes to skip to any of the eight missions

Mission 1
ACCCBCABBAB
Mission 2
ABACBCBCABA
Mission 3
ACCCBCABBCA
Mission 4
ABACBCBCACC
Mission 5
BAAABBBCCBB
Mission 6
ABBABCAABCA
Mission 7
BAAABBCAAAA
Mission 8
ABBABCAACAC

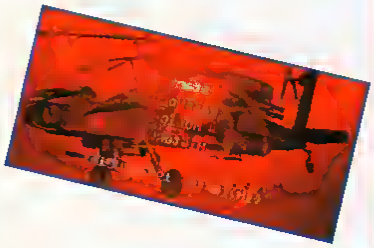


These codes skip you to any mission and also make you invincible

Mission 1
BAABAACBCBA
Mission 2
ABBBABACBBC
Mission 3
BAABAACBCBA
Mission 4
ABBBABACBAC
Mission 5
BAACAABAACA
Mission 6
ABBCAACACCC
Mission 7
BAACAABAABA
Mission 8
ABBCAACACBC



Check out the secret *Asteroids* game! If both controllers are hooked up when you do the code, the game will be two-player. Enter the code:
ABCACACBCAC



Pro Action Replay Codes

For Use With Datel's Pro Action Replay Game Busting Cartridges

THE LION KING
(Company for the Super NES)
7E20-040[illegible]—Infinite energy

MAXIMUM CARNAGE
(Acclaim for the Super NES)
7E0B-7A30—Infinite energy
7E09-8E03—Infinite lives

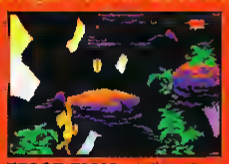
MICKEY MANIA
(Sony Imagesoft for the Super NES)



7E06-0E03—Infinite lives

JUNGLE BOOK
(Virgin for the Genesis)
FFFAD-40033—Infinite lives
FFF9B-E0035—Infinite time

THE LION KING
(Virgin for the Genesis)



FFCCE-F0003—Infinite lives
FFCCF-70004—Infinite energy

MICKEY MANIA
(Sony Imagesoft for the Genesis)
FF046-7000[illegible]—Infinite lives
FF046-F0004—Invincibility

SUB TERRANIA
(Sega for the Genesis)



FF012-3000A—Infinite missiles
FF03B-000XX—Replace XX with level number

SYLVESTER & TWEETY
(Time Warner for the Genesis)



FF956-40000—Infinite energy

URBAN STRIKE
(Electronic Arts for the Genesis)
FF10D-70064—Infinite fuel

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DAYTIME PHONE _____ DATE OF BIRTH _____

SYSTEMS OWNED: (Check all that apply)

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ENTRIES MUST BE RECEIVED BY MAY 15, 1995 • SEE BELOW FOR DETAILS

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VideoGames BEST OF 1994

by the Editors of *VideoGames*

In case you haven't noticed, *VideoGames* is not like other gaming magazines. As chosen by our editorial staff, the *VideoGames* Best of 1994 awards are straight up, simple and as honest as they come. (We actually *wait* until the end of the year to choose the winners so all games that are released in '94 can be considered.) We also didn't make up a bunch of brown-nosing categories just to score points with the Public Relations people at our favorite game companies. We're not doing this to kiss butt; we're doing it to give credit where it's due. We're doing it because we care about the direction of gaming. These titles are leading the way to the future of video games, and we encourage all game designers, programmers and producers to set new standards for gaming excellence in 1995 and beyond. Congratulations to the winners!!!

Game of the Year 1994



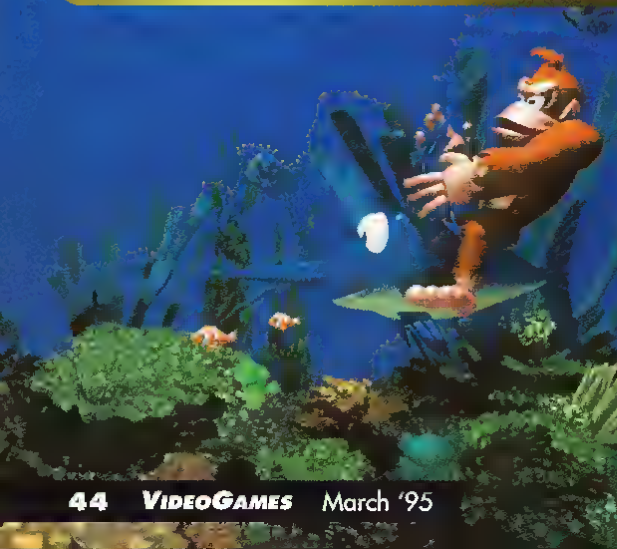


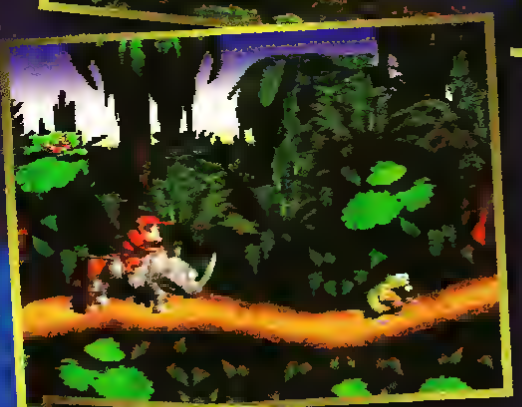
It started with a great gimmick: Use Silicon Graphics technology to render all of the art and animation in a cartridge-based video game. Somewhere along the line, somebody realized that a great gimmick doesn't necessarily make a great game, so—in addition to the eye-popping graphics—*Donkey Kong Country* was also blessed with an evocative soundtrack, great controls and totally addictive gameplay. If you're one of the few holdouts who hasn't yet played this incredible action title, you're missing out on a gaming milestone. *VideoGames* is proud to recognize *Donkey Kong Country* as the best game of 1994.

Honorable Mention

DARK STALKERS (Capcom/Arcade)

FIFA INTERNATIONAL SOCCER (Electronic Arts/3DO)







Unbelievable SGI graphics like these were just part of the reason why *Donkey Kong Country* was the #1 selling video game of 1994.

Best Game SUPER NES



DONKEY KONG COUNTRY
(Nintendo)

No surprise here; in fact, you'll be seeing this game turn up in several different awards categories this year. Yes, Virginia, it really is a great game—one of the best ever.

Honorable Mention
MORTAL KOMBAT II (Acclaim)
EARTHWORM JIM (Playmates)

Best Game GENESIS



EARTHWORM JIM
(Playmates)

Earthworm Jim combines stunning graphics with a riotous collection of sound effects and tunes, topping off the mix with challenging...nay, *unforgiving* gameplay. Count yourself among the gaming elite if you've seen the ending of this platform masterpiece, without a doubt the best Genesis game of 1994.

Honorable Mention
CONTRA: HARD CORPS (Konami)
SONIC & KNUCKLES (Sega)

Best Game SEGA CD



MICKEY MANIA
(Sony Imagesoft)

Three versions of this platform masterpiece were unleashed in November, but the best one had to be the Sega CD edition. The movie-quality, orchestral soundtrack and running commentary from Mickey ("It's a moose!") helped to make this excellent game even more special.

Honorable Mention
VAY (Working Designs)
SOULSTAR (Core Design)

Best Game 3DO



FIFA INTERNATIONAL SOCCER
(Electronic Arts)

Lots of surprising new 3DO games were released in 1994, but *FIFA* really stands out as an example of a game that just couldn't be done on a 16-bit machine. Dynamic camera angles, superb animation, excellent play-control and a riotous six-player option make this an essential purchase for all 3DO owners.

Honorable Mention
SUPER STREET FIGHTER II TURBO (Panasonic)
ROAD RASH (Electronic Arts)

Best Game JAGUAR



ALIEN VS. PREDATOR
(Atari)

With fewer than a dozen Jaguar games released during the year, you'd think it would have been easy to pick the best of the bunch. Not so! Outstanding, highly playable runners-up like *Tempest 2000* and *Doom* were just barely eclipsed in our voting by this spine-tingling, hair-raising first-person action epic. *AVP* is scary!

Honorable Mention
TEMPEST 2000 (Atari)
DOOM (Atari)

Best Game CD-I



BURN:CYCLE
(Phillips)

Judging the best CD-i game, on the other hand, was a simple task. Not because there were no good games to choose from, but because *Burn:Cycle* blindsided most of us with its innovative interface, futuristic storyline and suspense-filled plot twists.

Honorable Mention
LITIL DIVIL (Philips)
HOTEL MARIO (Philips)

BEST GAMES BY GENRE

Best Action Game
OONKEY KONO COUNTRY (Nintendo/Super NES)
Honorable Mention
EARTNWORM JIM (Playmates/Super NES & Genesis)
MICKSY MANIA (Sony Imagesoft/Super NES, Genesis & Sega CD)

Best Sports Game
FIFA INTERNATIONAL SOCCER (EA/3DO)
Honorable Mention
WORLD SERIES BASEBALL (Sega/Genesis)
NBA LIVE '95 (Electronic Arts/Super NES & Genesis)

Best Shooter
TEMPEST 2000 (Atari/Jaguar)
Honorable Mention
SNOCKWAVS (Electronic Arts/3DO)
REVOLUTION X (Midway/Arcade)

Best Sports Game
FIFA INTERNATIONAL SOCCSR (Electronic Arts/3DO)
Honorable Mention
WORLO SERIES BASSBALL (Sega/Genesis)
NBA LIYS '95 (Electronic Arts/Super NES & Genesis)

Best Role-Playing Game
FIRAL FANTASY III (Square Soft/Super NES)
Honorable Mention
YAY (Working Designs/Sega CD)
SNINING FORCS II (Sega/Genesis)

Best Fighting Game
MORTAL KOMBAT II (Acclaim/Super NES)
Honorable Mention
OARK STALKERS (Capcom/Arcade)
SUPER STREET FIGHTER II TURBO (Panasonic/3DO)

Best Adventure Game
STAR CONTROL II (Crystal Dynamics/3DO)
Honorable Mention
ILLUSION OF GAIA (Nintendo/Super NES)
POCKY & ROCKY 2 (Natsume/Super NES)

Best Strategy Game
EQUINOX (Sony Imagesoft/Super NES)
Honorable Mention
TNS NOROS (Crystal Dynamics/3DO)
AEROBIZ 2 (Koei/Super NES)

SPECIAL AWARDS

Best Graphics
OONKEY KONO COUNTRY (Nintendo/Super NES)
Honorable Mention
EARTNWORM JIM (Playmates/Super NES)
PITFALL: TNE MAYAN AOVENTURE (Activision/Super NES)

Best Sound Effects
SARTNWORM JIM (Playmates/Genesis)
Honorable Mention
MORTAL KOMBAT II (Acclaim/Super NES)
LITIL DIVIL (Philips/CD-i)

Best Music (Cartridge)
TEMPSST 2000 (Atari/Jaguar)
Honorable Mention
DONKEY KONC COUNTRY (Nintendo/Super NES)
SOUINOX (Sony Imagesoft/Super NES)

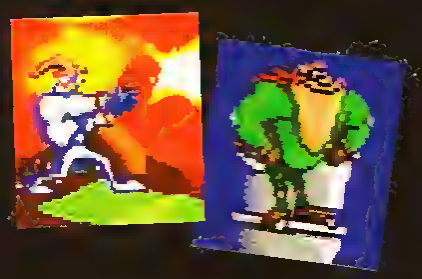
Best Music (CD)
PITFALL: TNS MAYAN AOYENTURS (Activision/Sega CD)
Honorable Mention
MICKEY MANIA (Sony Imagesoft/Sega CD)
SSCAPS FROM MONSTER MANOR (Electronic Arts/3DO)

Best Gameplay
DONKSY KONG COUNTRY (Nintendo/Super NES)
Honorable Mention
SOUINOX (Sony Imagesoft/Super NES)
MICKBY MANIA (Sony Imagesoft/Genesis)

Best New Hardware
XBANO GAME MOOEM (Catapult)
Honorable Mention
SUPER GAME BOY (Nintendo)
3OO INTERACTIYS MULTIPLAYSR SYSTEM (Goldstar)

Best Arcade-to-Home Translation
SUPSR STRSST FIONTSR II TURBO (Panasonic/3DO)
Honorable Mention
MORTAL KOMBAT II (Acclaim/Super NES)
SATUROAY NIONT SLAM MASTERS (Capcom/Super NES)

Best New Character
It's a Tie!
BOOGERMAN (Interplay)
EARTNWORM JIM (Playmates)



A booger-eatin' superhero and a slimy wiggly outer space worm with a southern accent tied for the honor of Best New Character. Boogerman and Earthworm Jim both delighted and grossed out gamers everywhere. The *VIDEOGAMES* staff is anxiously anticipating *Boogerman* on 32X and *Earthworm Jim* on many next generation platforms. (We'll expect to see fully-rendered boogers, 3-D gaseous farts, Mode-7-style burping effects for Boogerman and scrolling effects that will stretch Earthworm Jim to his limit!)
Honorable Mention
OIOOY KONG (Nintendo/Donkey Kong Country)

Biggest Disappointment
SEGA
GENESIS
32X (Sega)



The "arcade upgrade" for your Genesis disappointed many in the gaming press. 32X games like *Doom* only took up one-third of the screen, *Virtua Racing Deluxe* was not remarkably better than *Virtua Racing* and *Motocross Championship* was simply a lousy game, period. Upon seeing *Mortal Kombat II* for the 32X (which looks essentially like the SNES version), some people in the game industry began mocking the hardware, calling it *"the Super NES upgrade for your Genesis."* The ads for the 32X even confused some gamers who thought that the hardware improved existing Genesis games. This would all add up to a failure for any other company—but this is *SEGA!* The hype resulted in 32X hardware and software flying off the shelves at Christmas. Some software chains like Electronics Boutique reported shortages on hardware and games like *Star Wars Arcade* and *Doom* sold out completely. Things look better for the 32-bitter in '95 as most companies shift their Genesis development to 32X. By summer 1995 the line-up of 32X titles will look so hot that there won't be a Genesis owner on the planet who can ignore it. By Chnstmas '95 gamers could be drooling over the more than 100 titles planned. The *VIDEOGAMES* staff was less then enthusiastic when the 32X debuted, but with so many great games on the way, the 32X is a must-have for all Genesis owners. (Lesson not learned. Launch a new platform with lots of spectacular new software. How about 10 to 20 titles at launch for Saturn instead of the paltry three for 32X?)
Dishonorable Mention
SSGA'S NEW PAPER-TNIN, CNEAP CARDBOARO GAME BOXES (Sega)
TNS AURA INTERACTOR (Aura Systems)

THE TEN WORST

by Zach Meston

Oh, sure. Stick the "Ten Worst" article with me, the freelance editor. Now, if any pissed-off companies call up, all Chris Gore has to say is, "Oh, that article was written by a freelancer and doesn't necessarily express the opinions of *VIDEOGAMES*." Keeping them in the clear while I burn bridges left and right. The things I do for this mag...



BEETHOYSN'D 2NO (Hi-tech Expressions/SNES)
The worst movie tie-in game since *E.T.* on the Atari 2600. No surprise when you consider the source material.



SNAO FU (EA/SNES/Genesis)
The biggest disappointment of the year. *Shaq Fu* seemed to have all the elements of a great fighting game, but the all-important gameplay just wasn't there.





JAMMIT (Virgin/Genesis, GTE Interactive/SNES/3DO)
The massive success of *NBA Jam* sparked a wave of lame one-on-one and two-on-two basketball games, this being the worst of the bunch.

MANSION OF NIOOBN SOULS (Vic Tokai/Sega CD)
A *7th Guest*-type puzzle game with the unfortunate flaw that it could be played through in roughly two hours. Value for money? What's that?

MAXIMUM CARRAOE (Acclaim/SNES)
Maximum hype, minimum fun in this tepid side-scrolling beat-'em-up. Gotta love those snazzy limited edition red cartridges, though.

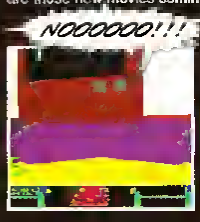


MORTAL KOMBAT (Acclaim/Sega CD)
The Sega CD version of this extremely tired fighting game has the following "enhancements" over the Genesis cart: a grainy full-motion video clip of the *Mortal Kombat* TV Commercial, long loading pauses between each fight, and another loading pause when a fatality is performed, as the wimpy Sega CD strains to load in the graphic data.

OBITUS (Bullet-Proof Software/SNES)
Yes, RPG's can suck too, as *Obitus* (a conversion of a psygnosis computer game) proves all too well. Lame-oh action sequences and lame-oh exploration sequences do not an enjoyable game make.

SNADOW: WAR OF SUCCESSION (Tribeca Digital Studios/3DO)
The worst fighting game since *Time Killers* (which was SO bad that the all but-completed home version was never released). Awful graphics, bizarre sampled speech, and a complete lack of control.

STAR WARB CNESS (Software Toolworks/Sega CD)
The *Star Wars* franchise has reached new lows this year—first, the "Darth Vader vs. the Energizer bunny" TV commercial, then this chess game with graphics badly ported from the PC. This franchise is getting milked to death. So, when are those new movies coming out?



CLUB ORIVE (Atari/Jaguar)
This driving game isn't worth the cardboard box it comes in. After roughly a year in development, *Club Drive* was really a let down with its choppy, bland polygon graphics and abysmal gameplay.



STAR WARS ARCADE
(Sega)

True, there were only a handful of titles available at launch, but we felt the need to recognize the 32X. While *Star Wars Arcade* didn't exactly utilize the full potential of the add-on, it *is* the closest thing currently available to actually piloting an X-Wing and blazing through hyperspace. Turbo-speed ahead!

Honorable Mention
VIRTUA RACING DELUXE (Sega)
DOOM (Sega)



KING OF FIGHTERS '94
(SNK)

With a fantastic collection of combatants from previous SNK games like *Art of Fighting* and *Fatal Fury*, *The King of Fighters '94* pushes the Neo•Geo even closer to the perfect fighting game that SNK's been striving for. Look out for the just-released *Samurai Shodown II* on next year's ballot.

Honorable Mention
SUPER SIDEKICKS 2 (SNK)
AGGRESSORS OF DARK KOMBAT (SNK)



SHINING FORCE: SWORD OF HAJYA
(Sega)

With all of the characters, weapons, spells and dialogue in the game, it's hard to believe that a role-playing epic like *The Sword of Hajya* could even fit in a Game Gear cart. An excellent adventure with a crisp, speedy interface and characters you actually care about.

Honorable Mention
DISNEY'S ALADDIN (Sega)
SONIC THE HEDGEHOG TRIPLE TROUBLE (Sega)



DONKEY KONG
(Nintendo)

No, it's not another award for *Donkey Kong Country*! Let's not forget the original *Donkey Kong*, a classic blast of nostalgia which was brought back to life in 1994 as a relentlessly addictive Game Boy cart, with dozens of new levels and options. The extra color effects and sounds helped to get the Super Game Boy off to a great start.

Honorable Mention
SPACE INVADERS (Nintendo)
CONTRA: THE ALIEN WARS (Konami)



GODZILLA
(TTI)

Forget about the clunky action/strategy hybrid *Super Godzilla* game released for the Super NES in '94; Duo owners know that the best place for real Japanese monster-movie action was on Super CD-ROM with the release of TTI's long-awaited fighting game, *Godzilla*. A great soundtrack and incredible secret moves made it rock!

Honorable Mention
BEYOND SHADOWGATE (TTI)
MIGHT & MAGIC III (TTI)



DARK STALKERS
(Capcom)

After little advance hype, *Dark Stalkers* caught players by surprise in '94 with its array of monstrous characters (including our favorite, Morgana). It's the first all-new one-on-one fighting game to be released by Capcom since *Street Fighter II* appeared in 1991.

Honorable Mention
DAYTONA USA (Sega)
KILLER INSTINCT (Midway)

GROUND ZERO VEGAS



GAME COMPANIES PREPARE FOR ALL-OUT WAR AT THE WINTER CES

The armies are taking position and landing on the shores of America. The platform wars of 1995 are about to begin—that was the real theme of this winter's Consumer Electronics Show. Sega, Nintendo, Atari, Sony, 3DO and Philips all want you to bank on their systems as the ones to buy. Stick with us as we lead you through the monster that is the CES show!



CHRIS G.

This was the most boring CES in recent years. There were really no major surprises to be found—no "Best of Show" this time. The coolest stuff was actually shown on the computer games side. (See the March '95 issue of *Computer Player* for an in-depth report.) Everyone seems to be holding all of their surprises for the next big show in May. See you there!

LAUNCH SYSTEMS

LAUNCH GAMES



CHRIS B.

Feeling nostalgic, I proudly fastened my Sierra On-Line *B.C.'s Quest For Tires* button (a giveaway from my first CES) to my lapel for this show...as expected, not one person noticed. My personal highlights included the live *Samurai Shodown* show at the SNK booth, the Cap'n Crunch chicken at EA's Planet Hollywood party and watching *Fame* with Betty at three o'clock in the morning.



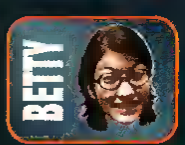
JIM

Okay, so this *is* my first CES, but I've been an avid gamer since *Space War* and going to this thing was like a dream come true! Gore kept telling me I had "no idea what's in store", and that the parties would "blow me away", so how can I help but drool all over my keyboard? Man, I was so stoked!



NIKOS

Last year I was totally overwhelmed by the Las Vegas CES. Not because I thought it was gigantic, but because I thought that that my legs were going to fall off. This year I was prepared. Comfortable shoes with lots of support kept me jumping, and lots of water from the bar at the Virgin booth kept my muscles flowing. There wasn't as much stuff to see this year, which was kind of disappointing.



BETTY

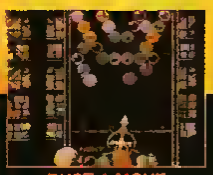
This was my third CES, and everyone's booths are starting to look the same. CES should just turn into one big disco. Sega's booth came the closest to doing so—all thanks to Richard Brudvik-Lindner, I'm sure. By the way, I promised my vote for this CES' sassiest boy to Tommy Tallarico because of his gold jacket with the sequined lapels. Even my sister was impressed.



GABE

Here I was, a CES virgin, about to undergo a baptism of fire in Sin City! The Winter '95 CES was definitely a mixed bag. Everybody was talking about new systems, but nobody had the balls to show new *games* for them. Nintendo and Sega focused on Virtual Boy and 32X, respectively, and most of the major games companies had little, if nothing new to show. What gives?!

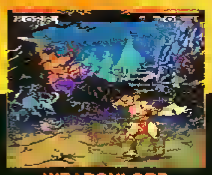
SUPER NES



BUST A MOVE
It's pretty, colorful, and it's on your SNES. Bust it!



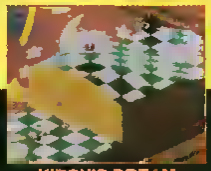
TUROK-DINOSAUR HUNTER
You are an Indian who kills dinosaurs. Cool.



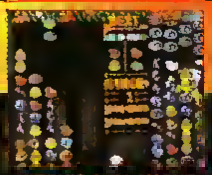
WEAPONLORD
It's *Street Fighter* with axes at the dawn of time.



EARTH BOUND
Obviously, you are on your way to Earth. Try not to get lost.



KIRBY'S DREAM COURSE
Kirby stars in this trippy-odyssey. It's fun



KIRBY'S AVALANCHE
Kirby does *Tetris*, but with some twists '95 is Kirbys yeer buster



SPORTING NEWS BASEBALL
The famous sports paper has its own game



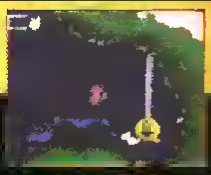
HAGANE
Hagane is a natural born killer in this platform game



S.W.A.T. K.A.T.S.
The animated radical squadron makes the SNES their litter box



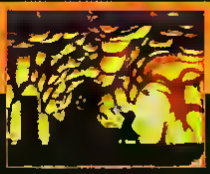
PANIC BOMBER
Bomberman is the king, you dig?



PAC IN TIME
The yellow blob that never dies in e cool time-traveling adventure.



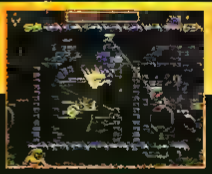
SECRET OF EVERMOOR.
It's a puzzle concealed in a question wrapped in an enigma



WARLOCK
The movies were gory and this is magical! Kill Julian Sands.



STARGATE
Be Kurt Russell in this movie adaptation



SPIDERMAN
Acclaim finally does Spiderman justice. Boss!



TRUE LIES
Ah-nold! He's the fitness king and he blows stuff up in big movies



REVOLUTION X
Feel the sweet emotions as you walk this way



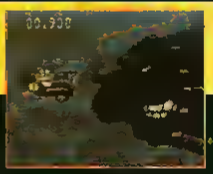
BRETT HULL HOCKEY '95
Yet another completely original hockey game



BRANDISH
Koei made this dungeon exploring adventure Features real time combat



RISE OF THE PHOENIX
Get lost in the power and majesty of ancient China with this strategy game.



BUBSY II
SNES owners finally get this sequel. Aren't you lucky?



FIRETEAM ROGUE
Save the universe with your crack team of alien subversives

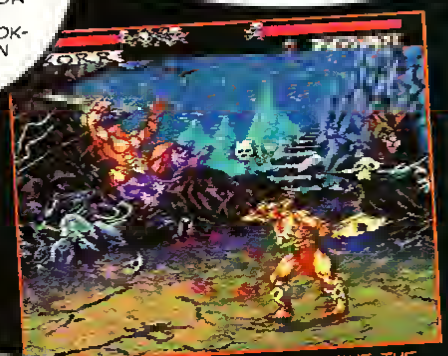


NEW HORIZONS
Yes, it's an RPG,and yes, you have to save the world.

ZING! CLANK! KA-CHING!

THE CLASH OF STEEL WAS ALL I COULD HEAR AT THE NAMCO BOOTH, WHERE PROUD PAPAS JAMES AND DAVE FINALLY UNVEILED THEIR CONAN THE BARBARIAN-INFLUENCED FIGHTING GAME, ***WEAPONLORD.*** DEVELOPED BY VISUAL CONCEPTS FOR THE SUPER NES AND GENESIS, IT'S A HOT-LOOKING, NEXT-GENERATION ***STREET FIGHTER.***

ALL OF THE CHARACTERS ARE OUTRAGEOUSLY MUSCLEBOUND, EVEN THE LADIES, AND EACH ONE CARRIES A WEAPON. INSTEAD OF "PUNCH" AND "KICK", ***WEAPONLORD'S*** CONTROLS INCLUDE "FOREHAND" AND "BACKHAND" BUTTONS, ALLOWING FOR MORE INTRICATE COMBINATION ATTACKS. NEVER MIND THE DETAILED FIGHTER ANIMATION. IN THIS GAME THE COMBOS ARE THE REAL WORKS OF ART.



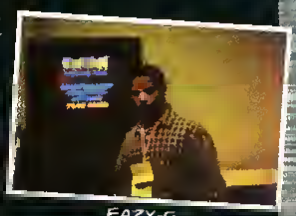
COULD THIS GAME TAKE THE THRONE AWAY FROM ***STREET FIGHTER II?***

CHARACTER BALANCE IS ALSO CRUCIAL. "THERE WILL BE A COUNTER MOVE FOR EVERY SINGLE ATTACK IN THE GAME," SAYS JAMES. LOOK FOR IT IN MAY

GETTIN' BUZY WITH EAZY



A GAME THAT HAS PIQUED MY INTEREST SINCE THE SUMMER CES IS ***RAP JAM VOLUME I*** FROM MANDINGO ENTERTAINMENT AND MOTOWN GAMES. THIS IS ONE OF THE FIRST PAIRINGS OF MUSIC INDUSTRY STARS WITH A VIDEO GAME. SOME OF THE BIGGEST STARS OF HIP HOP APPEAR IN THIS ***NBA JAM***-STYLE SLAM-FEST. PUBLIC ENEMY, WARREN G, COOLIO, LL COOL J, QUEEN LATIFAH, NAUGHTY BY N, TURE, HOUSE OF PAIN, YO YO AND ONYX APPEAR IN THE SNES AND GENESIS VERSIONS, AND EAZY-E IS A GUEST STAR FOR THE 32X. I DIDN'T EXPECT MUCH AT THE PRESS CONFERENCE FOR ***RAP JAM*** UNTIL TWO OF THE GAME'S STARS, COOLIO AND EAZY-E SHOWED UP TO ANSWER QUESTIONS. I JUST ABOUT BUSTED A NUT WHEN THEY CAME UP TO THE PODIUM TO SPEAK; I SURE WAS SURPRISED HOW SHORT THEY WERE. BOTH ARE BIG FANS OF SPORTS GAMES, AND THEY TALKED ABOUT HAVING PARTIES AROUND THE GENESIS COMPLETE WITH GETTING LOOSE AND DOUBLING MONEY. EAZY-E ALSO TALKED ABOUT HIS OWN LOWRIDER GAME FOR MANDINGO, WHERE YOU ENTER THE FRESHEST CAR IN THE SUPERSHOW TO SEEK THE FAME OF THE FLAME. LOOK FOR MORE ON ***RAP JAM*** IN AN UPCOMING ISSUE OF *VideoGames*.



EAZY-E.



COOLIO

SUPER NES



OPERATION EUROPE
A war/strategy game that'll really get you thinking.



AEROBIZ SUPERSONIC
The sequel to *Aerobiz* More planes, more money.



ARDY LIGHTFOOT
A platform game from Titus with a lot goin' on



THE BRAINIES
The Brainies will strain your brain.

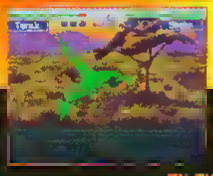


SINK OR SWIM
A *Lemmings*-type strategy game where you've got to save everyone.





STAR FOX 2
The sequel to *Star Fox*. Finally! If you liked the first game, you'll love this one. Look at that crazy FX chip go! A great shooter, of course.





FX FIGHTER
It's not quite *Virtua Fighter*, now is it? But it'll do. If all you've got is a Super Nintendo, you're going to want this game in your collection



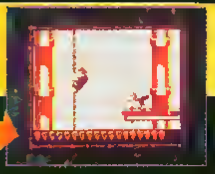


COMANCHE
You fly around in the desert and shoot at whatever comes near you. A realistic sim/shooter that will put a twitch in your knickers.

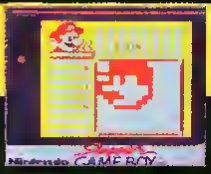
GAME BOY







DONKEY KONG LAND
The greatest Game Boy game to come out in a long time. You'll spend hours with it, and you'll love every minute of it. Rendered art on the Game Boy? It's true!



MARIO'S PICROSS
Mario shakes it up with a little bit of Picross.



KIRBY'S DREAM LAND 2
Kirby goes back to Dream Land. What did you think it was about?

DIGITAL PICTURES SHAKE-UP

DIGITAL PICTURES HAD A MAJOR PRESENCE AT CES DUE TO ITS ASSOCIATION WITH ACCLAIM. DP COMPANY FOUNDER TOM ZITO IS A SURPRISINGLY FRIENDLY DOWN-TO-EARTH GUY WHO WAS REALLY NICE AND SPENT SOME QUALITY TIME TALKING TO JIM LOFTUS AT THE ACCLAIM PARTY WHILE SOME MAY NOT BE IMPRESSED BY THE COMPANY'S TRADEMARK FMV GAMES. ZITO'S DANCING ABILITY IS ANOTHER MATTER ALTOGETHER. BETTY AND I HAD THE HONOR OF SEEING HIM DO THE CABBAGE PATCH IN THE DISCO ROOM OF LAS VEGAS SHARK CLUB. GET DOWN WITH YO' BAD SELF, TOM!



PLAYSTATION, YEAH, YEAH!

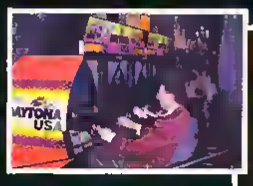
I WAS ONE OF THE LUCKY FEW INVITED TO A BEHIND-THE-SCENES LOOK AT THE SONY PLAYSTATION. THE BIG CHEESES DID NOT FORMALLY ANNOUNCE ANYTHING, BUT YOU'D BE SURPRISED HOW MUCH A SMILE CAN SAY. THE SONY PLAYSTATION WILL BE AVAILABLE AT TOYS R' US AND RETAIL FOR "...BETWEEN $300 AND $400." MORE THAN 25 GAMES WILL BE AVAILABLE AT LAUNCH WITH THE INCREDIBLE 3-D FIGHTING GAME ***TOSHINDEN*** AND THE NAUSEA-INDUCING ***RIDGE RACER***. IT'S THAT FAST!



SEGA BOOTH THE ALMIGHTY

THE COOLEST THING ABOUT THE SEGA BOOTH WAS THAT IT WAS ON THE DL; ONLY PRESS AND CERTAIN OTHER FAMOUS PEOPLE COULD GET IN. THAT'S RIGHT, WE WERE SPECIAL AND WE KNEW IT. OUTSIDE WAS A LADY WEARING SOME FLY THREADS...NICE BIG, BLACK COLLARS...AND ON THE INSIDE WAS A GAMER'S PARADISE. SET UP FOR OUR PERUSAL WERE A COUPLE OF ***VIRTUA FIGHTER 2*** MACHINES, A STRING OF ***DAYTONA USA*** RACERS AND, IN THE BACK, A SEGA SATURN. THE PLACE WAS HOT, SMALL, CROWDED AND NOISY...THE PERFECT ANTITHESIS TO THE STERILE, SPRAWLING ENVIRONMENT THAT COMPRISED MOST OF CES. NIKOS CHEWED THE FAT WITH NICK JONES OF SHINY ENTERTAINMENT ABOUT THE AFRO CODES IN THE SEGA CD VERSION OF ***EARTHWORM JIM***, THEN GOT A RESOUNDING BUTT-KICKING AT THE WHEELS OF ***DAYTONA*** FROM HIM. HE IS DEFINITELY THE MARIO ANDRETTI OF THE SHINY STAFF, COUNTER-STEERING AND CHASING THE LADIES WITH PANACHE. WE SAW MIKE DIETZ AND STEVE CROW FROM SHINY AS WELL; MIKE REPORTED THAT HE'D FINALLY EATEN AT MICKEY D'S. SEGA DIRECTOR OF COMMUNICATIONS RICHARD B-L WAS SUAVE AS USUAL, AND KNOWS HOW TO TREAT US RIGHT; NINTENDO OUGHT TO TAKE A COUPLE OF POINTERS. FINAL BONUS POINTS GO TO SEGA FOR HAVING WATER AND SOFT DRINKS.









THE JAGUAR REPORT

YES, IT IS I, JIM THE JAGUAR STALKER, WHO WILL STOP AT NOTHING TO GET YOU THE LATEST ATARI INFO THE MOST SHOCKING NEWS WAS THE ANNOUNCEMENT OF THE ***JAG CD*** ADD-ON BEING RELEASED AS EARLY AS MARCH FOR...GET THIS...ONLY $149! THAT'S A FANTASTIC DEAL, GUYS, AS LONG AS YOU CAN PROMISE US SOME GOOD GAMES WHEN IT'S RELEASED THE CD UNIT'S BUILT-IN ***VIRTUAL LIGHT MACHINE*** SOFTWARE WAS ON DISPLAY AS WELL, AND IT LOOKED PRETTY COOL WILD COLOR-SHIFTING IMAGES WERE MOVING IN SYNC TO AN AWESOME REMIXED ***TEMPEST 2000*** SOUNDTRACK



THE ***JAG LINK CABLE***, DUE IN THE SECOND QUARTER FOR $29.95, WILL ALLOW FOR CERTAIN GAMES TO BE PLAYED BY MULTIPLE PLAYERS ON MULTIPLE JAG/TV SETUPS UNDER ONE ROOF, UP TO 100 FEET AWAY. IT'S A COOL IDEA, BUT I DON'T THINK IT'S VERY PRACTICAL. YOU'D NEED AT LEAST TWO TVS AND TWO JAGUARS IN THE SAME HOUSE.

THE JAGUAR ***VOICE/DATA COMMUNICATOR*** IS A STEREO HEADSET AND MODEM WHICH LETS YOU PLAY GAMES OVER THE PHONE. NOT ONLY THAT, BUT YOU CAN ALSO TALK TO YOUR OPPONENT VIA ITS BUILT-IN MICROPHONE AND HEAR HIS OR HER TAUNTS IN YOUR HEADPHONES. NOW THAT'S WHAT I CALL INTENSE! IT ALSO LETS YOU TAKE ADVANTAGE OF THE "CALL WAITING" FEATURE SO YOU CAN PAUSE THE GAME AND ANSWER A CALL. IT SHOULD RETAIL FOR UNDER $150 WHEN IT COMES OUT IN THE FALL.

LET'S TALK GAMES! FIRST, ***FIGHT FOR LIFE***, THE NEW ***VIRTUA FIGHTER*** WANNABE, IS SET IN HELL, AND YOU BATTLE TO WIN YOUR SOUL BACK! IT LOOKS DECENT, BUT I DOUBT SEGA HAS MUCH TO WORRY ABOUT. ***RAYMAN*** IS SET FOR A JUNE RELEASE AND LOOKS BETTER THAN EVER! ***ULTRA VORTEX*** IS A COOL FIGHTER AND IS ABOUT 90% COMPLETE. ***BLUE LIGHTNING*** (FOR THE JAG CD) IS PRETTY INTENSE, AND I'M HOPING IT'S THE PACK-IN. EITHER THAT, OR ***BATTLEMORPH!*** I HEARD TALK OF A FINAL PUZZLE GAME CALLED ***VID GRID*** BEING THE POSSIBLE PACK-IN. I HOPE NOT...THAT'D BE LAME! ATARI HAS A LOT OF WORK TO DO TO COME OUT ON TOP IN '95. WE'LL SEE WHAT HAPPENS!





ACCLAIM: STILL IN THE GAME

LOTS OF SO-CALLED "INDUSTRY ANALYSTS" SPELLED DOOM FOR ACCLAIM WHEN THE PUBLISHER LOST ITS LICENSE TO CONVERT HIT ARCADE GAMES FROM WILLIAMS/BALLY/MIDWAY. THE FACT IS, ACCLAIM STILL HAS THE RIGHTS TO RELEASE THREE OF THEM FOR THE HOME: ***NBA JAM TOURNAMENT EDITION, REVOLUTION X*** AND THE YET-TO-BE-NAMED WWF WRESTLING GAME THAT'S BEING DEVELOPED BY MARK ***(NBA JAM)*** TURMELL. NEW TITLES AT THE SHOW INCLUDED ***JUDGE DREDD*** (BASED ON THE BRITISH COMIC AND UPCOMING STALLONE FLICK), ***WARLOCK*** AND ***FRANK THOMAS BIG HURT BASEBALL***, THE FIRST GAME TO USE ACCLAIM'S HIGH-TECH MOTION CAPTURE TECHNOLOGY. FUTURE NBA HALL-OF-FAMER LARRY BIRD WAS ON HAND, TOO, SIGNING AUTOGRAPHS TO PROMOTE ***NBA JAM T.E.*** ASIDE FROM THE AWFUL ***ITCHY & SCRATCHY*** GAMES, THE ONLY BAD THINGS ABOUT ACCLAIM'S PRESENCE AT CES WERE THE MORONIC LYRICS TO THE SONG IN THE BLARING SALES VIDEO (E.G. "THE SCI-FI HIT OF THE YEAR WAS THE MOVIE STARGATE/THE ACCLAIM VIDEO GAME WILL BE EQUALLY GREAT!") AND THE FACT THAT THE COMPANY HAS COMPLETELY DROPPED ITS SUPPORT OF THE SEGA CD PLATFORM.



ACCLAIM'S BOOTH ROCKED THE HOUSE!


THE JUDGE DREDD GIRLS WERE TASTY!

ALIEN TRILOGY IS COMING!

CD-i TAKES CONTROL



CD-I'S BOOTH KEPT THE EMPHASIS ON MULTI-MEDIA WITH GAMES, MOVIES AND A STRANGE ***MONTY PYTHON*** INTERACTIVE DISK. PHILIPS SEEMS TO BE SHIFTING MORE OF THEIR GAME DEVELOPMENT TO OTHER PLATFORMS LIKE PC CD-ROM AND MAC CD-ROM. TITLES LIKE ***INTERNATIONAL TENNIS, LITIL DIVIL*** AND ***BURN:CYCLE*** WILL ALL BE RELEASE IN THE CD-ROM FORMAT IN '95. BUT PHILIPS HAD SOME COOL NEW CD-I GAMES LIKE THE ***THUNDER IN PARADISE*** INTERACTIVE STARRING "HULK" HOGAN





THE NEW CD-I CONTROLLER WAS DEFINITELY AN IMPROVEMENT OVER THE "TOUCHPAD." THE WORD "CONTROL" CAN NOW BE ASSOCIATED WITH THIS PIECE OF HARDWARE. THE BOTTOM OF THE CONTROLLER ON THE LEFT AND RIGHT SIDES IS DEEPER THAN THE CENTER...SOMETHING LIKE HANDLES...AND IT FITS VERY COMFORTABLY IN YOUR HANDS. I LIKE IT!

SEGA ENTERS THE COMIX ZONE

AN INCREDIBLE NEW GENESIS GAME FROM SEGA CALLED ***COMIX ZONE*** BOWLED THE WHOLE ***VG*** STAFF OVER! YOU PLAY A COMIC BOOK ARTIST WHO GETS SUCKED INTO THE PAGES OF HIS CREATION, AND YOU ACTUALLY TRAVEL THROUGH THE PANELS OF A COMIC BOOK AS YOU PROGRESS THROUGH THE GAME, CLIMBING OVER THE WHITE PANEL BORDERS AND SPEAKING IN COMIC-STYLE WORD BALLOONS. THE COLORS, MONSTERS, ACTION AND DETAIL BRING TO MIND CLASSIC MARVEL COMICS. IT'S A DEFINITE HIT. ONE OF THE BEST GAMES AT THE SHOW.





TOMMY T'S DAD

I WAS BLOWN AWAY BY GAME COMPOSER TOMMY TALLARICO'S GOLDEN ELVIS-STYLE JACKET, COOL BUSINESS CARDS AND CUSTOM CHOCOLATE CANDY, BUT I WAS EVEN MORE IMPRESSED BY HIS FINANCIAL ADVISOR AND FATHER, TOM TALLARICO. TOM SR. CAME OUT TO HELP TOMMY SET UP HIS STUDIO IN THE LAGUNA HILLS AND MANAGE THE BUSINESS END OF HIS SON'S CAREER. HE'S VERY WARY OF THE SHARKS IN THE INDUSTRY, AND HE'S OUT FOR HIS SON 100%. TOM TALLARICO IS GOING TO BE A FORCE TO BE RECKONED WITHIN THE INDUSTRY.







HEY. NOT ONLY ARE THE TALLARICOS COOL PEOPLE, BUT WHEN I CAUGHT UP WITH TOMMY AT THE TIME WARNER INTERACTIVE PARTY, HE KICKED MY BUTT PLAYING ***PRIMAL RAGE!*** BY THE WAY, TOMMY WINS THE AWARD FOR BEST BUSINESS CARD HANDS-DOWN! IT'S SCREEN-PRINTED AND MADE OF METAL. I TRIED TO BEND THE THING, BUT THE SUCKER IS REALLY SOLID! WHAT IS IT MADE FROM ALIEN TECHNOLOGY?

GENESIS



COMIX ZONE
It looks like a real comic book. You'll get the chills.



BEYOND OASIS
An Arabian Knights type RPG. Sounds cool.



MEGA BOMBERMAN
Bomberman's progeny remain steadfast.



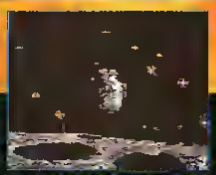
WARLOCK
The game based on the sort of stupid movie starring Julian Sands. Yick.



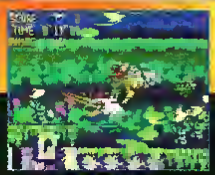
NBA ACTION '95 STARRING DAVID ROBINSON
Hoops with Mr. Robinson.



NHL ALL STAR HOCKEY '95
More hockey.



MAGIC SCHOOL BUS
You're a little kid on a bus that takes you to the moon.



ECCO JR.
A Sega Club title for little kids without a lot of hand-eye coordination.



JUDGE DREDD
The platform game based on the hit movie.



WORLD SERIES BASE BALL '95
More for those who want yet another baseball game.



ADVENTURES OF BATMAN & ROBIN
You'll just love Batman Forever.



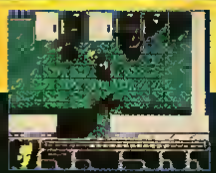
STARGATE
The movie was absolutely wild and the game looks good



SPIDERMAN ANIMATED
Spiderman! Spiderman! Sing it, baby!



REVOLUTION X
This is a hot game! Aerosmith and all

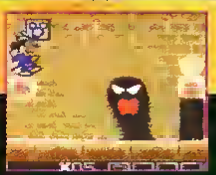


TRUE LIES
If it's as good as the movie, get ready to change your underwear



BARKLEY SHUT UP & JAM 2
An okay street basketball game.

GAME GEAR



LEGEND OF ILLUSION STARRING MICKEY MOUSE
Mickey gets tricky



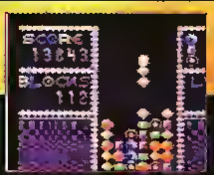
TEMPO
Shake your booty to this game's funky tunes. It's cute too.



DISNEY'S BONKERS
Bonkers is your favorite funny-looking cat that's also a pig.



NHL ALL STAR HOCKEY '95
Guess what? This is a hockey game



SUPER COLUMNS
A *Tetris*-type puzzle game that will frustrate the heck out of you



NEO-GEO CD ROCKS!

THE MOST EXCITING NEW HARDWARE AT THE SHOW WAS THE NEO•GEO CD SYSTEM. ALL OF OUR RICH READERS KNOW THE PLEASURE OF OWNING A NEO•GEO HOME SYSTEM, BUT NOW THE SAME PLEASURE WILL REACH THE REST OF THE POPULATION. IF YOU'RE AT ALL INTO FIGHTING GAMES, THEN YOU HAVE PROBABLY BECOME FAMILIAR WITH THE NEO•GEO IN THE ARCADES. THE NEW NEO•GEO CD SYSTEM WILL RETAIL FOR AROUND 400 BUCKS, BUT NOW YOU CAN PLAY ANY NEO•GEO GAME IN YOUR HOME FOR AROUND $70 PER GAME, INCLUDING SOME TITLES LIKE ***SENGOKU 2*** AND ***PUZZLED*** WHICH HAVE NEVER BEEN RELEASED ON CARTRIDGE IN AMERICA. YOU CAN EASILY SPEND THAT MUCH IN THE ARCADE WHEN A GAME FIRST COMES OUT, SO THIS IS GOING TO BE THE REAL DEAL.

THE NEO•GEO CD WORKS BY TAKING ADVANTAGE OF THE SYSTEM'S MASSIVE AMOUNT OF INTERNAL MEMORY INSTEAD OF PLAYING THE GAME OFF OF THE CD (WHICH WOULD LIMIT ACCESS TIME). THE NEO•GEO CD STORES ALL OF THE INFORMATION ON THE MACHINE AND JUST PLAYS MUSIC OFF THE CD. THOUGH THIS PROCESS MEANS LONG LOADING TIMES, THE WAIT IS WORTH IT FOR BEING ABLE TO PLAY AN ARCADE GAME FROM YOUR BED. THE AMERICAN VERSION OF THE SYSTEM WILL LOAD GAMES EVEN FASTER THAN THE JAPANESE, BECAUSE THEY'RE PUTTING IN A DOUBLE-SPEED DRIVE.



SNK'S BOOTH WAS DEFINITELY THE PLACE TO BE.



THE NEO•GEO CD.



GREEN-HAIRED GIRLS ARE HOT!

SNK HAD ONE OF THE BEST BOOTHS AT THE SHOW WITH ITS BIG-SCREEN BATTLES FOR VARIOUS NEO•GEO PRIZES. WITH THE SUPER STEREO SOUND AND BIG HITS, THE CROWD WAS SHOUTING RIGHT ALONG WITH THE FIGHT! ACTORS DRESSED AS HAOHMARU AND CHAM CHAM FROM ***SAMURAI SHODOWN II*** ADDED EXTRA SPICE TO THE EVENT. LOOK FOR A LOT OF NEO•GEO CD COVERAGE IN UPCOMING ISSUES, BECAUSE THIS MACHINE REALLY DOES ROCK!

SEGA CD



WILD WOODY
Play as a high tech pencil in this crazy platform game



SHINING FORCE II
RPGer's won't be disappointed with this amped up version. Looks dope



MYST
The PC hit arrives on your Sega CD. You'll be addicted



LOADSTAR II: ESCAPE FROM PHOBOS
Maybe it'll be better than *Loadstar One*



DARKRIDE
Hippy/Rave stuff for all you trippy people out there



FLYING ACES
Fly into the wild blue yonder and watch FMV during WW1



OBSIDIAN
Rocket Science goes for the texture-mapped alien look



ROCKET BOY
Super cute Japanese-style stuff from Rocket Science



COBRA
Japanese anime characters shoot people and have adventures



SOCCER WORLD
Can it match FIFA Soccer? Who knows?



FARENHEIT
Let me stand next to your fire! It's an FMV film fest

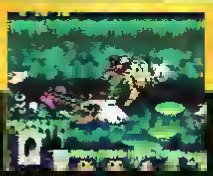
32X



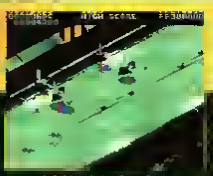
ALONE IN THE DARK
A strange polygon adventure game. You'll be scared



BLACKTHORNE
This platform/adventure is bloody violent. (Just the way we like it!)



CHAOTIX
Knuckles gets his own game on 32X!



MOTHERBASE
A cool 3-D shooter



METALHEAD
Texture-mapped surfaces and boss mechs to blow up. Looks hot!

NEO GEO CD



SAMURAI SHODOWN II
This will be the stand out game when the NEO•GEO CD comes out



THE KING OF FIGHTERS '94
A mix of *Art of Fighting* and *Fatal Fury* in some tag team action.



SUPER SIDEKICKS 2
Forget all that *FIFA Soccer* for 3DO hype, this is the champ



AGGRESSORS OF DARK KOMBAT
Multi-plane fighting with big sprites makes this rock.



ART OF FIGHTING 2
Ryo and Robert, the tough studs of Southtown, come back for more

WHAT'S UP WITH SEGA?

PLENTY! SEGA'S HEAD HONCHO TOM KALINSKE DECLARED VICTORY IN THE 16-BIT CHRISTMAS WARS. (THAT'S NO SURPRISE; SO DID NINTENDO. FUNNY THAT BOTH CLAIM TO HAVE 55% SHARE OF THE 16-BIT MARKET.) THE REAL NEWS IS THE ADDITION OF DEION SANDERS TO THE SEGA TEAM. SAN FRANCISCO 49ER SANDERS WILL BE THE OFFICIAL SPOKESMAN FOR SEGA SPORTS AND WILL STAR IN HIS OWN BRAND OF NFL GAME ON PLATFORMS THAT WERE NOT ANNOUNCED. EXPECT TO SEE SOMETHING REALLY SPECIAL FROM DEION SANDERS AND THE WHOLE SEGA TEAM.



SEGA HAD IT GOIN' ON AT THE 1995 WINTER CES; THEIR BOOTH LOOKED REALLY GREAT!

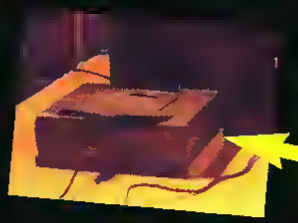
VIRTUA FIGHTER FOR THE SATURN! IT'S SO MUCH LIKE THE ORIGINAL ARCADE VERSION, IT'S SCARY!



ZACH MESTON AND CHRIS BIENIEK YUK IT UP WHILE CHECKING OUT THE LATEST GAMES AT THE SEGA BOOTH.



THE NEWEST FROM SEGA'S ARCADE DIVISION: *VIRTUA FIGHTER 2!*



THE SATURN, SHOWN HERE IN ALL IT'S GLORY, WAS ACTUALLY TUCKED AWAY OUT OF SIGHT. SEGA OBVIOUSLY WANTED TO CONCENTRATE ALL OF THEIR EFFORTS ON OTHER THINGS; SPECIFICALLY, 32X.

JAGUAR



FIGHT FOR LIFE
Battle it out in hell against other polygon fighters. Looks pretty cool!



ULTRA VORTEX
This is what *Kasumi* should've been. Digitized fighters and bitchin' sound!



BATTLEMORPH
This Jag CD title is the sequel with Cybermorph.



BLUE LIGHTNING
The former Lynx hit comes to the Jag looking better than ever; really nice!



SPACE WAR 2000
First-person jousting in space. This one looks a bit weak, although it's still early.



CANNON FODDER
A conversion of the PC strategy game. It should be in stores right now



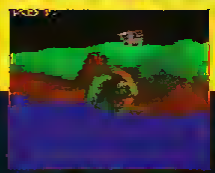
DOUBLE DRAGON V
The colors are really hot. Unfortunately, the action is pretty lame



THEME PARK
Yes! The Jag needs games like this. Very much like the PC version, recommended!



RAYMAN
It has come a long way since the first EPROM; look for it in June!



HOVER STRIKE
Not bad. It's a 3-D tank sim with loads of texture-mapped landscapes



PINBALL FANTASIES
Just try tilting your TV set and it might be like the real thing



BURN-OUT
Hopefully this will make 3DO's *Road Rash* look like a wash-out.



WHITE MEN CAN'T JUMP
Innovative zoom-and-pan camera angles make this street hoops game stand out.

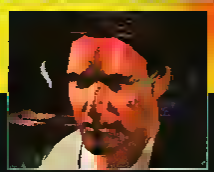


TROY AIKMAN NFL
Pass your way to victory and go all the way to the Superbowl.

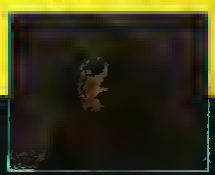
3DO



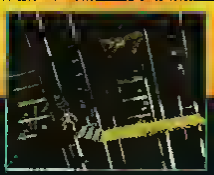
QUARANTINE
Run over hapless victims in your cab. It's like virtual drive-by.



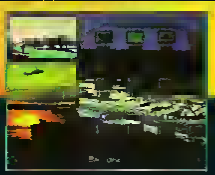
HELL
Stars Dennis Hopper in this strange adventure title.



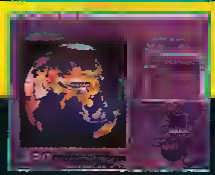
D'S DINNER
A first-person, *Doom*-style shooter.



PO'ED
Another first person shooter but you get to fly around in a jetpack.



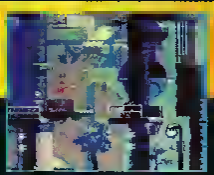
FLYING NIGHTMARES
A flight simulation from Domark



3-D ATLAS
Not as much fun as *Carmen Sandiego* but it has lots of info



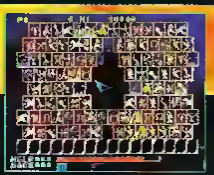
DINO PARK TYCOON
Jurassic Park the movie meets *Theme Park* the game. Looks fun



FLASHBACK
The side-scrolling adventure comes to the 3DO with hot backgrounds



KINGDOM: THE FAR REACHES
An RPG adventure



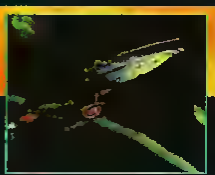
SHANGHAI: TRIPLE THREAT
These tiles make a fun puzzle game.



THE PERFECT GENERAL
Strategy and war always make a winning combo



THEME PARK
Design the ultimate theme park and put Disney to shame



STAR TREK: THE NEXT GENERATION
The best 3DO game ever (if it comes out)



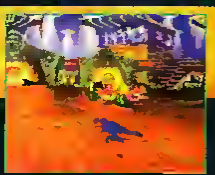
DRUG WARS
Kill the bad guys in this American Laser Games shooter



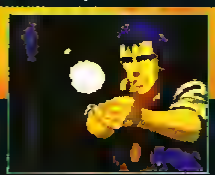
DUELIN' FIREMEN
Stage your own dance numbers during the Great Chicago Fire of '95



CYBERIA
An incredible movie-like experience with puzzles and shooting games.



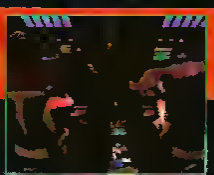
DINO-BLAZE
Like a hockey game played with dinosaurs Plenty of fun violence.



POLICENAUTS
Lots of cool Japanese animation



PYRAMID INTRUDER
Cool backgrounds make this an intersting shooter.



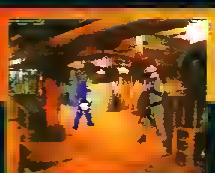
DAEDALUS ENCOUNTER
Tia Carrere gets funky in this movie-style game.

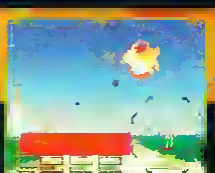
CD-i



MONTY PYTHON: INTERACTIVE
The comedy group from England is celebrating its 25th anniversary with this compilation of their best sketches







THUNDER IN PARADISE: INTERACTIVE
Go along with Hulk Hogan and the gang and blast baddies. The FMV looks hot and the shooting scenes are incredibly realistic

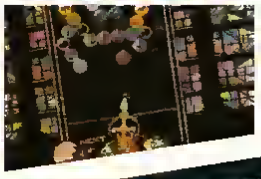
RING OUT!

SEGA'S COIN-OP ***VIRTUA FIGHTER 2*** WAS ONE OF THE MOST EXCITING ASPECTS OF THE ENTIRE SHOW I LOVED IT. THE POLYGONS ARE SMOOTH AND THE TEXTURE-MAPPED CHARACTERS ARE MUCH CLOSER TO REALITY THAN THE FIGHTERS FROM THE FIRST GAME. ONE OF THE NEW CHARACTERS IS BASED ON JACKIE CHAN'S CHARACTER IN ***DRUNKEN MASTER*** AND ***DRUNKEN MASTER 2*** (AND ***DRUNKEN MASTER 2*** HAPPENS TO BE ONE OF MY FAVORITE JACKIE CHAN MOVIES). THAT MEANS HE HAS TO GET DRUNK TO REALLY PUT UP A GOOD FIGHT.



BUBBY AND BOBBY BUST A MOVE

I'M ALMOST ASHAMED TO ADMIT IT, BUT ONE OF THE MOST ADDICTIVE GAMES AT THE SHOW WAS AN ACTION/PUZZLE CART FROM TAITO FOR THE SUPER NES CALLED ***BUST-A-MOVE***. BASED ON A BRAND-NEW ARCADE GAME, IT'S LIKE A CROSS BETWEEN ***BUBBLE BOBBLE*** AND AN UPSIDE-DOWN ***TETRIS***; YOU AIM, YOU SHOOT A BUBBLE, YOU MATCH COLORS, YOU CLEAR THE SCREEN, YOU TOTALLY LOSE TRACK OF TIME, YOU RUN LATE FOR YOUR NEXT CES APPOINTMENT.



RUNNIN' WITH RUNANDGUN!

THE CREATORS OF THE 3DO EPIC ***DUELIN' FIREMEN*** PRESENTED THE MOST INTERESTING GAME AT CES. EVERYBODY WAS SUPERFLY. REAL BOSS-HOSS.





WHEN I FIRST SAW VIRTUAL BOY IN JAPAN THE GAMES WERE ONLY 20% COMPLETE. NOW NINTENDO TELLS US THAT THE GAMES SHOWN AT CES ARE ABOUT 40% FINISHED. THERE IS DEFINITE IMPROVEMENT IN GAMES LIKE ***TELERO BOXER***, WHICH INCLUDED AN EXTRA ROBOT AND WAS STILL THE MOST FUN VB GAME TO PLAY. THE VIRTUAL BOY IS NOT TRULY "VIRTUAL REALITY"...MORE LIKE STEREO 3-D AND IT REALLY SHOULDN'T BE CALLED A "BOY" SINCE IT'S NOT EASILY PORTABLE. BUT THE JURY IS STILL OUT. NINTENDO CLAIMS TO HAVE 99 THIRD-PARTY LICENSEES ON BOARD WITH GAMES LIKE ***BOMBERMAN*** AND A LINK-UP SO THAT MULTI-PLAYER VIRTUAL BOY GAMES CAN BE EXPERIENCED. WE'LL SEE...

NINTENDO'S 32-BIT VIRTUAL BOY

DUE FOR RELEASE THIS SUMMER, NINTENDO'S VIRTUAL BOY CAUSED A SPLASH AT THE WINTER CES.





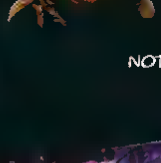
I WAS VERY TIRED WHEN I TESTED IT OUT, SO ITS 3-D EFFECT GAVE ME A HEADACHE. OTHERWISE, I GOT A KICK OUT OF IT. THE 3-D EFFECTS WERE IMPRESSIVE, BUT I OBSERVED TWO THINGS: FIRST, GAMERS MIGHT NOT PAY FOR THIS WHEN THEY CAN GET A SUPER-POWERFUL SATURN OR PLAYSTATION FOR A SLIGHTLY HIGHER PRICE DOWN THE ROAD. SECOND, YOU LOOK LIKE A DORK WHEN YOU'VE GOT YOUR HEAD STUCK IN SOMETHING THAT LOOKS A LOT LIKE A VIRTUAL PEEPHOLE.





I WAS MORE THAN SKEPTICAL OF THE 32-BIT VIRTUAL BOY, BUT I KNEW I HAD TO SEE IT FOR MYSELF. A BEAUTIFUL SHOW-MODEL HANDED ME A SET OF CARDBOARD "GOGGLES" WHICH WERE NECESSARY TO SEE 3-D IMAGES OF INCOMPLETE VB GAMES ON BIG SCREENS. MY FIRST REACTION WAS "200 BUCKS FOR THIS? I'LL PASS." BUT AFTER SEEING THE COOL NEW VERTICAL SHOOTER AND SOME NIFTY 3-D TRICKS (LIKE MARIO WALKING INTO THE BACKGROUND TO GET AROUND A BRICK WALL.) IT LOOKED BETTER THAN I ANTICIPATED. ***TELERO BOXER*** AND ***SPACE PINBALL*** WERE "OKAY" AT BEST. CALL ME CRAZY BUT I THINK IT'S SAFE TO ASSUME THAT PEOPLE WANT FULL-COLOR GAMES. THE NINTENDO NAME ALONE WILL PROBABLY SELL A HALF-MILLION VIRTUAL BOYS, EVEN IF THEY DO SUCK. MAYBE IT'LL BE LIKE THAT MOVIE, ***THE JERK***, AND EVERYONE WILL GO CROSS-EYED FROM IT AND SUE THE COMPANY!





WITH THE GAME BOY, NINTENDO TURNED A NON-COLOR SYSTEM INTO A HIT BECAUSE IT WAS CUTE AND COMPACT AND LASTED FOR ALMOST A DOZEN HOURS ON A SINGLE SET OF BATTERIES. THE VIRTUAL BOY, ON THE OTHER HAND, IS AWKWARD AND CUMBERSOME, AND ITS TWIN RED SCREENS AND LESS-EFFICIENT ARCHITECTURE ARE BOUND TO DRAW THE JUICE A LOT QUICKER. IT'S ALSO 1995, AND NINTENDO IS NOT AS INTIMIDATING TO RETAILERS AND GAME DEVELOPERS AS IT USED TO BE. SURE, IT'S 3-D, BUT IT AIN'T V.R., AND IT'S NOT EVEN ***COLOR***...I THINK IT'S A DUD.



AT THE JAPANESE PREVIEW OF THE VIRTUAL BOY, PEOPLE COMPLAINED THAT IT WASN'T TOTALLY PORTABLE, IT WASN'T COLOR AND IT WASN'T COMPLETE. MY ONLY BEEF IS THAT IT MIGHT BE TOO EXPENSIVE. OTHER THAN THAT, I THOUGHT IT WAS DOPE. WE PREVIEWED FOUR GAMES, AND HAD A CHANCE TO PLAY TWO MORE. THE BEST PREVIEW GAME WAS A 3-D SHOOTER THAT ALLOWS YOUR SHIP TO GO DEEP INTO THE PLAYFIELD. THE TWO GAMES ON DISPLAY WERE ***SPACE PINBALL*** (A 3-D PINBALL GAME) AND ***TELERO BOXER***, A FIRST-PERSON ROBOT BOXING GAME SIMILAR TO ***PUNCH-OUT!*** BOTH WERE FUN, BUT I'M STILL SKETCHY ON VIDEO PINBALL. THE PROBLEM I SEE WITH VB IS THAT IT MIGHT END UP AS A REALLY EXPENSIVE TOY THAT DOESN'T QUITE CATCH ON. THE PRICE WILL CONTRIBUTE TO THIS, BECAUSE IT IS DEFINITELY GOING TO BE HITTING THE YUPPIES, LEAVING THE REST OF US OUT IN THE COLD. BUT WHO KNOWS, MAYBE WE CAN ALL JUST STEAL IT.

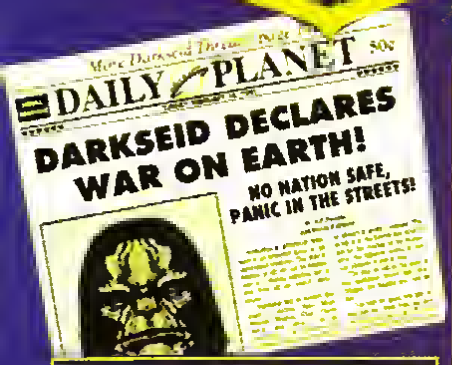


I WAS UNEXPECTEDLY AND PLEASANTLY SURPRISED BY VIRTUAL BOY'S STEREOSCOPIC EFFECT, AND I LIKED THE FACT THAT THOSE LIGHT-EMITTING DIODES WERE RED. FREAKY. THE PADDING ON THE HEAD MOUNT WHERE YOU REST YOUR FACE IS REALLY VERY COMFORTABLE. I JUST HOPE THE STUFF IS DETACHABLE AND MACHINE WASHABLE BECAUSE IT PROBABLY GETS REALLY DIRTY AFTER PEOPLE HAVE PRESSED THEIR FACES INTO IT SO MANY TIMES. IT INITIALLY DISTURBED ME THAT I COULDN'T SEE MY HANDS OR THE CONTROLLER WHILE PLAYING. FREAKY AGAIN, BUT I SUPPOSE ONE GETS USED TO IT. IT'S PROBABLY AMAZINGLY FUN TO WALK AROUND WITH IT STRAPPED TO YOUR HEAD. AS FOR THE GAMES THEMSELVES, I THOUGHT ***TELERO BOXER*** WAS A BIT BORING. BUT I DO HAVE A DISTASTE FOR FIRST-PERSON FIGHTING GAMES ANYWAY...UNLESS YOU'VE GOT A WEAPON IN YOUR HAND, LIKE THE BIG OLD JAGGED KNIFE IN THE NEO GEO GAME ***SUPER SPY***.

JUSTICE LEAGUE TASK FORCE

WHO'S THE TOUGHEST SUPERHERO?

BY CHRIS BIENIEK









JUSTICE LEAGUE TASK FORCE PRODUCER DAN MACARTHUR

Have you ever wondered what would happen if Superman fought the Flash? Who would win? What about Wonder Woman versus Batman—who would walk away victorious from such an epic battle? The *VideoGames* staff had to find the answers to these burning questions, so Betty and I took a road trip to the offices of Sunsoft in Cypress, California, to play the company's new fighting game, *Justice League Task Force* for the Super NES and Genesis.

To get the inside scoop on these 20-megabit titles, we met with the games' producer/designer, the mild-mannered Dan MacArthur. The basic concept of *Justice League Task Force* springs from Dan's love of one-on-one fighting games; *Super Street Fighter II* and *Fatal Fury Special* are among his favorites. He's a quiet guy, but get him talking about the thrill of fighting games and he's liable to kick over a table or chair.

Each of the special moves in *Justice League* is triggered by a simple D-pad and button combination, like the quarter-circles and "charged" moves of the *Street Fighter* series. No complicated finishing moves or codes and no "block" button either; it's Dan's opinion that the *SFII* control configuration—three punch buttons, three kick buttons, press Away to block—is the perfect fighting-game setup.

We checked out early prototypes of *Justice League Task Force* and got the early specs on both versions. The games include a Hero mode (a one-player story mode with cinematic intermissions that explain the plot), a Tournament mode (pure fighting for one player; you can change characters and backgrounds as you progress) and a two-player option. Both games feature nine DC Comics characters—six heroes and three villains. Most of the fighters in the Super NES version will have four special attacks and two "grab" attacks; these are triggered like throws, but many of them don't involve throwing. The Genesis characters will each have four specials, one grab attack and a special big-damage move that can only be triggered after your opponent has been dizzied by a combo.

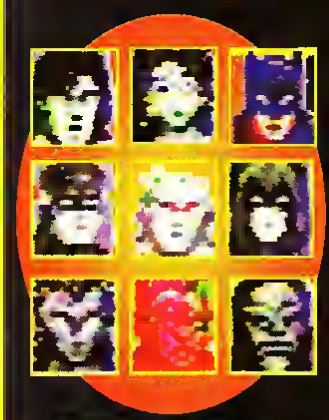
The developer of the Super NES cart is Blizzard Entertainment (*The Death & Return of Superman*, *Blackthorne*), while the Genesis version is being handled by a group of former Iguana Entertainment staffers who have formed a new development house called Condor Inc. The Genesis version will have five speeds and five difficulty levels, but the Super NES options have not yet been determined.

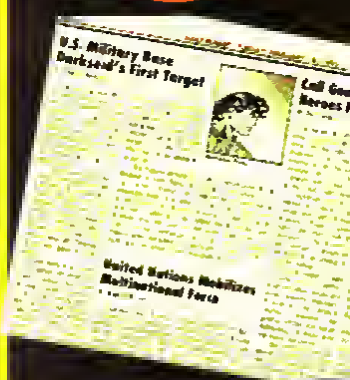
So who is the toughest superhero? We won't know until the games go on sale in April, but you can scout our exclusive photos of the prospects on the next few pages, and dream...







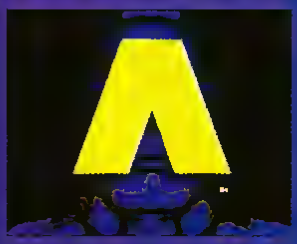




AQUAMAN

In the prototype versions of *Justice League Task Force*, Aquaman had the ability to shoot a powerful blast of water at his opponent. This special move will be removed from the final version of the game at the request of DC Comics; since Aquaman does not have this power in the DC universe, his special skills in the game will be based around a trident weapon and possibly a "Vega-type slide," according to Dan MacArthur.





WATER BLAST (SEE NOTE)



SUPER NES

TRIDENT THROW



GENESIS

TRIDENT SPIN



GENESIS

TRIDENT JUMP



GENESIS

ATLANTIS



SUPER NES

VICTORY POSE



GENESIS

SUPERMAN

Watch out for the Man of Steel's Flying Attack. He can use this move to hover in mid-air indefinitely; that is, until he's hit by an opponent or until he decides to swoop down and strike. His Freeze Breath has a similar effect to Sub-Zero's Freeze in *Mortal Kombat*: It temporarily turns his opponents blue and stops them in their tracks. Superman fights on a Metropolis skyscraper across from the Daily Planet building.





HEAT VISION

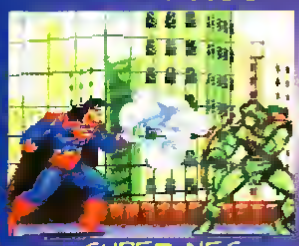


SUPER NES



GENESIS

FREEZE BREATH



SUPER NES



GENESIS

FLYING ATTACK



SUPER NES



GENESIS

CHARGE PUNCH



SUPER NES

THE FLASH

The Fastest Man Alive has several high-speed dash moves as well as a Super Speed Punch that's triggered by rapidly pressing a Punch button, just like E. Honda's Hundred-Hand Slap in *Street Fighter II*. The Flash is also the only hero with a totally different background in each version of the game; he fights on a desert road in the Super NES version, but his Genesis background is set in Keystone City.





SUPER SPEED PUNCH



SUPER NES

DASH UPPERCUT

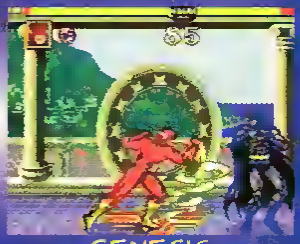


SUPER NES

HURRICANE



SUPER NES



GENESIS

DASH WARP



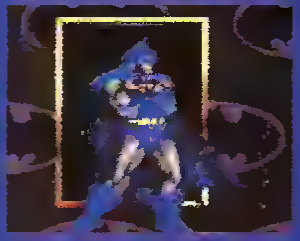
SUPER NES



GENESIS

BATMAN

The Dark Knight may only have three special attacks in the game instead of four; MacArthur tells us that his moves take up more memory because his flowing cape makes his sprite size larger than most of the other fighters in the game. Check out his Smoke Bomb attack; he snags a smoke pellet from his utility belt and throws it to the ground, vanishing in a green cloud only to reappear with an attack from the sky.





BATARANG



SUPER NES



GENESIS

SMOKE BOMB



SUPER NES

DIVING KICK



GENESIS

GRAB MOVE



SUPER NES

CAPE SWIPE



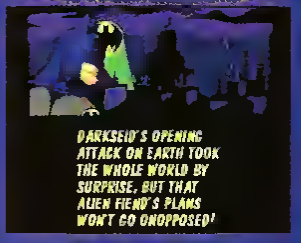
GENESIS

TORNADO



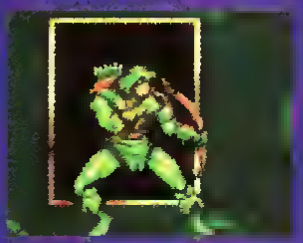
GENESIS

CINEMA SCENE



GREEN ARROW

Though Green Arrow has a powerful array of punches and kicks, all of his special attacks are projectiles: arrows, of course. He can shoot three different types of flaming arrows—one straight across the screen, one in the air and one that comes down diagonally while he's in mid-jump. Each of these can set an opponent on fire. He also has an ice arrow which freezes enemies just like Superman's Freeze Breath.





FIRE ARROW



SUPER NES



GENESIS

ICE ARROW



SUPER NES



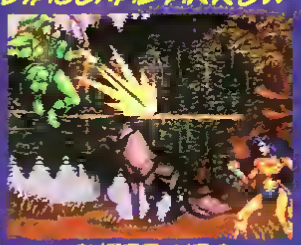
GENESIS

JUMPING ARROW



SUPER NES

DIAGONAL ARROW



SUPER NES

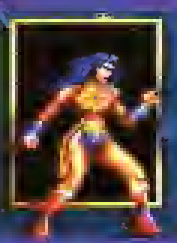
VICTORY POSE



GENESIS

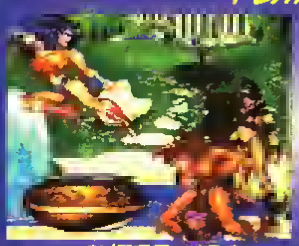
WONDER WOMAN

Fighting on Paradise Island, Wonder Woman has several unique attacks. She can hover and attack like Superman, but she can also throw her tiara across the screen. If her opponent delivers a projectile attack, she can block it with her bracelets and send it right back at them. Though it may not make it into the final version, both Blizzard and Condor are trying to create attacks that use her magic lasso in some way.





FLYING KICK

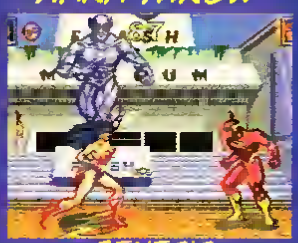


SUPER NES



GENESIS

TIARA THROW



GENESIS

BRACELET BLOCK



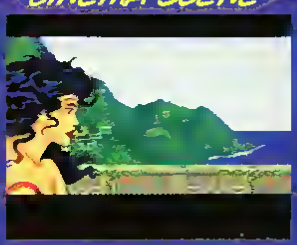
SUPER NES

MAGIC LASSO



GENESIS

CINEMA SCENE



VICTORY POSE



GENESIS

THE BAD GUYS

CHEETAH

Cheetah's claws are among the game's most dangerous weapons, whether she's slashing across the screen in a roll or attacking at close range with a grab move. She's also hiding a dagger in her hair for long-range attacks





ROLLING CLAW — SUPER NES



ROLLING CLAW — GENESIS

DAGGER THROW — GENESIS



GRAB & SLASH — SUPER NES



VICTORY POSE — GENESIS

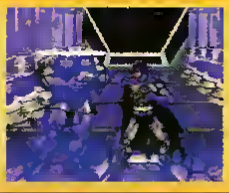
DARKSEID

Darkseid introduces the Genesis version of the game with a scary monologue, one of the longest digitized speech samples ever included in a Genesis game. His Bodyslam move is one of the special "dizzy" attacks we mentioned.





EYE BEAMS — GENESIS

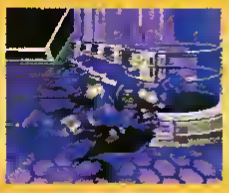


TELEPORT — GENESIS

FACE KICK — SUPER NES



THROW — SUPER NES



BODYSLAM — GENESIS

DESPERO

Despero's eye blast speeds across the screen in a flaming ball, and his headbutt attack on the Genesis is unstoppable. His SNES space station stage originally had Lobo seated at one of the tables but DC ordered the character removed





EYE BLAST — SUPER NES



EYE BLAST — GENESIS

HEADBUTT — GENESIS



CHARGE — SUPER NES



VICTORY POSE — GENESIS

DC bullet logo, Justice League and all related characters and elements are the property of DC Comics TM & © 1994. All rights reserved.



Fritz... Armed and Dangerous

BrainDead 13 starring Fritz... a bizarre comedy, horror, action-adventure
IBM PC CD-ROM • 3DO • MAC CD-ROM • SEGA CD • MPEG CD-ROM

READYSOFT
ReadySoft Incorporated
3375 14th Ave., Units 7 & 8
Markham, Ontario Canada L3R 0H2
Tel (905) 475-4801 Fax (905) 475-4802

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CIRCLE #111 ON READER SERVICE CARD.



EDITORS' RATINGS

CHRIS G. 9
*UNI*que! An addicting original racer! The tracks will have your head twisting every which way. You won't be able to stop playing!

BETTY 8
I thought the tracks were confusing at first, but then I really got into it!

Nintendo

PHONE
(800) 255-3700
DEVELOPER
DMA DESIGN
SIZE
16 MEG
PLAYERS
1 OR 2

It's kind of unusual that two of Nintendo's biggest new releases haven't been developed by the company's internal R&D teams, but by European software houses with SGI machines. Rare Ltd. has given them *Donkey Kong Country*—already assured a prominent spot in the videogame hall of fame—and *Uniracers* is the product of DMA Design Ltd., the same demented bunch who created the supremely addictive *Lemmings* series. *Uniracers* is the exact opposite of the slow-paced, cerebral *Lemmings* games; it's frantic, funny and faster than a speeding bullet.

You control a unicycle as it speeds over candy-colored tracks, floating in the crisp air of a world of patterns and shapes. Different button and D-pad combinations allow you to accelerate from a dead stop, brake, flip, spin and perform all manner of death-defying stunts. The battery-backed cartridge memory saves stats for 16 different racers on each of the game's eight tours, each of which consists of five tracks that must be conquered at three different skill levels.

Though the racing is undoubtedly the most important part of the game, the stunts are the most fun to do. Lots of basic stunts are explained in the manual, but some of the tougher, more obscure ones—like the "tabletop" or the "phoenix"—take practice and a lot of button-pushing research.

It's frustrating at first; you'll wish you could see much more of the screen so you could tell what's coming up ahead, particularly in two-player mode. Fortunately, *Uniracers* has a clever, sneaky way of helping you out in this regard. The color of the track tells you what's ahead—blue and yellow means a straightaway, blue and red means the track's direction is about to change, etc. This freaked me out when I found out about it; it almost works on a subconscious level if you don't take the time to purposely learn the patterns.

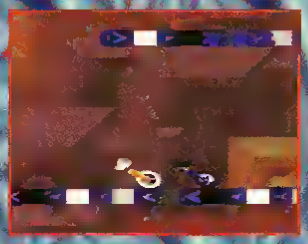
The animation of the cycles themselves is stunning. Remember how Disney's animators gave the flying carpet a personality in the *Aladdin* movie? The same magic is at work here. The SGI-rendered unicycles behave like speed-crazed animals with short tempers; they celebrate when they win, bang their "heads" against the ground when they lose and even look over their "shoulders" when an opponent is close behind. The hypnotic back-and-forth sway of the cycles on the game's menus is almost enough to put you in a trance.

What's even cooler than the personality of each unicycle is that of the instruction manual, which appears to have been written by some demented DMA designer. Remember, these are the lunatics who once put a seven-minute scrolling message into the ending credits of a cartridge game; they're capable of almost anything!

On the surface, *Uniracers* is a superfast, occasionally frustrating action game. Dig a little deeper, though, and you'll find that its addictive qualities outweigh its flaws by about a ton. Take it for a test drive; you'll be hooked.

—Chris Bieniek











Watch out for purple glue on the track—it'll slow you down.



"...frantic, funny and faster than a speeding bullet."



BREAKDOWN

GRAPHICS 8
SGI-rendered cycles look hot; great animation.

SOUND/MUSIC 8
Driving rock tunes and decent sound effects.

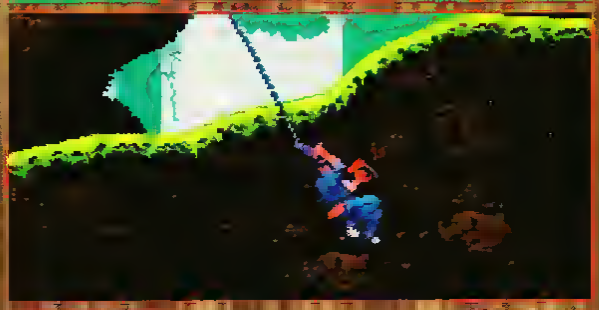
PLAYABILITY 9
Wildly addictive and challenging.

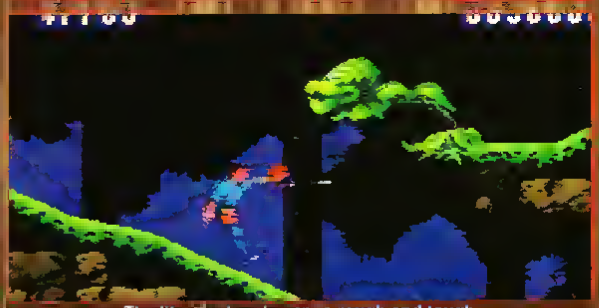
OVERALL RATING GREAT 8

VideoGames

HOME IMPROVEMENT







The life of a handyman is rough and tough excitement all the way.

BREAKDOWN

GRAPHICS	7
Really cool monsters and weapons.	
SOUND/MUSIC	6
I hate the *Home Improvement* theme song!	
PLAYABILITY	7
Tim Allen moves like a gymnast.	
OVERALL RATING	COOL 7 VIDEOGAMES





Possibly the worst thing to base a video game on is an idiotic TV show. But a platform game based on *Home Improvement*, a mediocre sitcom which hordes of brain-dead people seem to adore? *Yeeechhh*, what a revolting development! But sometimes, as the saying goes, you get gold from dross. What am I saying? Yes, I actually had fun playing *Home Improvement*. I am now officially the shame of my family.

The basic plot of *Home Improvement* (the game) goes something like this: Tim, the host of Tool Time (a television program somewhat like *This Old House* with Bob Vila on PBS), is about to unveil a series of power tools endorsed by himself when, lo and behold, he discovers they're missing. He must then quest through all of the various soundstages on the studio lot and find the missing crates of tools.

The main strength of this game is that it's nothing whatsoever like the show. It may use the characters, but the similarity ends there. It could have been about any handyman with super-powerful tools which he uses as weapons.

The game is basically a platform game, so it gets demerits for that, but it happens to be a challenging one because throughout each level, you must search for the missing tool crates instead of just rushing through to the end. As you travel through the soundstages, you encounter tons of enemies, including dinosaurs, itsy-bitsy worms, carnivorous plants and others, which you can dispatch with a super staple gun and other "power" tools.

One of the flaws in the game is its stingy way of measuring Tim's energy. In a system similar to the *Sonic* series, you pick up shiny nuts around the stages. Having these nuts protects you from one hit. Get hit when you don't have a nut, and you'll be dead, dead, DEAD! The game makes up for this lame feature with something that blew me away: When you begin playing a new man, you still have all the stuff you got before, so if you've spent a lot of time collecting great weapons and crates, you're in the clear!

If you've got an itch for a platform game that'll keep you occupied over the course of a lazy Saturday, then *Home Improvement* is for you. If you hate the show, it really won't make a difference. And if you *are* a fan, then hey, they made a *Home Improvement* video game! Whoop-dee-do!

—Gabe Soria

ABSOLUTE

PHONE
(201) 818-4800
DEVELOPER
ABSOLUTE
SIZE
12 MEG
PLAYERS
1

EDITORS' RATINGS

CHRIS G.	6
Fun, but the TV show is still lame.	
CHRIS B.	6
A decent platform game, but what do running, jumping and shooting have to do with the show?	
BETTY	6
Picking up the various tools actually grew on me.	

"Home Improvement: it's actually good."

LOONEY TUNES B-Ball




Bugs can dress up in drag to distract his opponents!


He may be slow, but Yosemite Sam is a deadly three-point shooter.


Sylvester's looking sharp.


Elmer slams it home!

Lots of developers have ripped off the basic ideas of Midway's *Mortal Kombat*. Why haven't there been as many attempts to rip off Midway's *other* big-bucks attraction, *NBA JAM*? (Okay, wise guy...sure I remember *Barkley Shut Up and Jam*. I meant *successful* attempts.)

Sunsoft and Sculptured Software are taking a shot at it, and the results are pretty hilarious because—unlike the digitized pros of *NBA JAM*—the stars of *Looney Tunes B-Ball* are characters like Bugs Bunny, the Tasmanian Devil and Daffy Duck. Seeing these cartoon heroes in a two-on-two street basketball simulation is a kick; with his backward baseball cap and baggy T-shirt, Sylvester the Cat looks like he just came from a screening of *White Men Can't Jump*, and fans of classic Chuck Jones cartoons will be stoked to see that Marvin the Martian has been included in the player roster.

As a basketball game, *B-Ball* is pretty darn good. It uses the same basic controls and rules as *NBA JAM*. Ten difficulty levels are available, as well as a "wacky meter" that allows you to control the amount of silliness in the game. You can even go "on fire" after three straight scores. The "turbo" meters are a bit difficult to read—they're pictures of the characters that look more and more exhausted as your turbo power runs out—but there are a few cool new features too. The most significant are the power-ups, which are special effects and cool psych tactics that can be activated by pressing various button combinations *during* the game. You can start an earthquake, add time to the clock or even change into different characters. This stuff's really wild and adds a new dimension to the traditional two-on-two game.

The players' moves are well-drawn and often very funny. You'll laugh out loud at the sight of Elmer Fudd sailing to the rim for a two-handed monster jam, or Wile E. Coyote's entire body diving through the net with the ball clenched in his outstretched arms. I was interested to see that there are certain bits of animation in which a character's limb, for example, will appear several times in the same "frame." This is one of the more traditional methods of "in-betweening"—i.e., smoothing the transition from one pose to the next by drawing what happens between those two key poses—which was used to great effect in Sony's *Mickey Mania*. (Try pausing the game at different spots; sometimes you'll catch Bugs Bunny in mid-spin and it looks like he's got four arms.) However, the early Warner Bros. cartoons were better known for *stretching* such limbs instead of duplicating them.

Well, never mind the lesson in animation history. The bottom line is that *Looney Tunes B-Ball* is a fun addition to Sunsoft's all-star 'toon line-up...and it plays a pretty good game of roundball, too.

—Chris Bieniek

SUNSOFT

PHONE
(714) 891-4500
DEVELOPER
SCULPTURED
SIZE
16 MEG
PLAYERS
1 TO 4

BREAKDOWN

GRAPHICS 8
Great colors and fairly fluid animation.

SOUND/MUSIC 7
Tunes and 'toon talk can get repetitive.

PLAYABILITY 8
Best with four players; the power-ups are fun.

OVERALL RATING GREAT 8 VIDEO GAMES

EDITORS' RATINGS

CHRIS G. 9
Like a Saturday-morning cartoon version of *NBA JAM*!

GABE 8
A blast to play four-player mode.

JIM 8
Great game! How 'bout a *Tournament Edition* with Peppy LePew and his "stink bomb"?



JAM ON IT!



BUGS
A strong shooter, but weak on "D." Use his disguise defense to get the ball back



DAFFY
A strong defender, his Jackhammer Defense shakes the ground



TAZ
A great three-point shooter. Use his Tornado Spin to knock your opponent down!



SYLVESTER
His Remote Control defense can drop a ten-ton weight on the player with the ball



YOSEMITE SAM
Makes his opponents dance by shooting at their feet, which causes them to drop the ball



ELMER
Dons opera garb and summons lightning from the sky to zap the ball handler



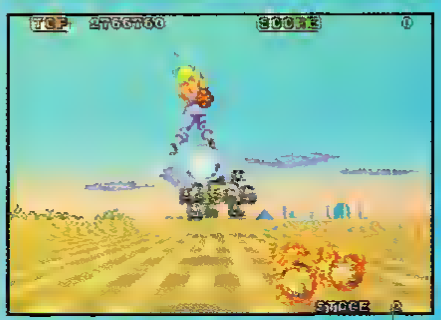
WILE E. COYOTE
His Acme explosives can blow up the person with the ball, leaving it up for grabs



MARVIN
A speedy three-point specialist, he can shoot his opponents with a disintegrator ray

SPACE HARRIER











Smooth scrolling, smooth animation, and smooth and creamy controls make *Space Harrier* for the 32X the best cartridge version yet. But why re-hash a 10 year-old arcade game for the 32X, especially when *Space Harrier II* was already released for the Genesis ages and ages ago?

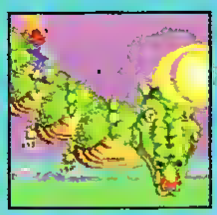
For those who've never familiarized themselves with the arcade game, it's a straightforward shooter in which the player controls Harri, last of the great Sentinels of Dragonland. Harri wears a jet-pack with a huge laser mounted in the front. The jet-pack and its attached laser allows Harri to shoot down all kinds of enemy Valdan fighters, part of the demon Valda's dastardly attack on Dragonland.

Seeing Harri floating in the middle of the sky facing attack after attack from enemy aircraft is really quite amusing, though as the player, you feel really exposed and vulnerable. There's nothing between you and those big ships. Very exciting, but it also means that anytime you get hit by anything, you're goin' down. Even the trees and bushes prove fatal hazards. Once Harri meets one of those trees head-on, he's dead. But at the Options menu, you can choose up to five lives.

"Harri can really shake 'em down."

Like I said, the animation and scrolling are very, very good...but the scenery can get quite repetitive. Stage 15 looks a lot like Stage 2 and so on. You have to fight in each of Dragonland's provinces and progress your way to the capital to fight the demon Valda himself. But the repetition in graphics, may not inspire the player to continue playing the game for more than only a short period of time. On the other hand, the bosses usually look like real boss enemies—the big and burly, nasty-ass kind that take up a lot of the screen. And in addition, Stage 3 includes a lot of very nice bugs and mushrooms.

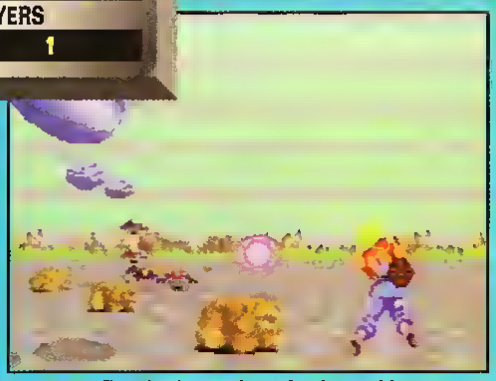




The bonus stages are awe-inspiring, because you get to ride the Uriahan Wind Worm. Direct it to flatten any obstacles you may encounter. The more obstacles you smash, the more points you get.

Despite improvements to earlier versions of *Space Harrier*, the game is still a little dated. If you've already played the arcade game and the cartridge versions that have been released since then, you may very well want to skip this one.

—Betty Hallock



Eeeyrkes!—watch out for that rock!

PHONE	(800) USA-SEGA
DEVELOPER	SEGA
SIZE	24 MEG
PLAYERS	1

EDITORS' RATINGS

CHRIS G. 4

Space Harrier is a dog. There's only a minute difference between the 16-bit and 32-bit versions. It's based on an arcade game that is older than the Genesis itself. If Sega continues to release bad 32X games like this, the platform may never catch on.

BREAKDOWN

GRAPHICS 6
Improved scrolling and animation

SOUND/MUSIC 6
Choose your mood music.

PLAYABILITY 6
Smooth controls, but the game gets repetitive.

OVERALL RATING GOOD 6 VIDEOGAMES

CAN YOU SPOT THE DIFFERENCE?

Picture A) shows *Space Harrier II* which was released for the old 16-bit Genesis way back in 1989. Picture B) shows the new, supposedly "improved" *Space Harrier* for Sega's 32X. Can you see any improvements?





Crusader of Centy



Fans of *The Legend Of Zelda* will be pleased to make the acquaintance of *Crusader of Centy*, a remarkable *Zelda* clone that pays off big in the playability and value departments. And this is coming from a guy whose *last* choice in games is RPGs.

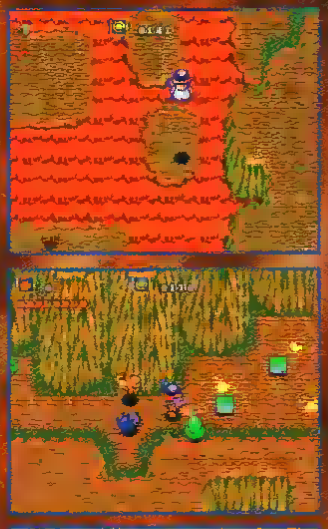
The plot of *Crusader of Centy* is reminiscent of many of its Japanese predecessors: You are a boy who, upon turning 14, is given his father's sword and charged with finding his way in the world. Unfortunately, the time of monsters is once again upon the world, and your fate calls for bigger things, like saving the entire planet. You begin the game in the Soleil town, your home digs, and go from there to the Rafflesia School to the north, where you begin training and earning medals which you will exchange for new abilities. From here on out, the plot gets really complex. Suffica it to say that this game is huge and you'll be trying to solve it for a long tima.

Inevitably, as you progress in the game, you will gain the ability to talk to animals, some of which will join you on your quest to bring peace to the world. Each animal that joins you has special abilities which you will eventually need to complete your mission. This is one of *Crusader of Centy's* many strengths.

Crusader of Centy is full of mysteries, many of which are incredibly difficult to solve. But like the best games in its genre, every puzzle is possible to solve with a little effort and a lot of headaches. For example: Gaining the ability to jump must be earned by talking to a hare on a mountaintop, but you can only talk to the hare once you gain the ability to talk to plants and animals, but you can only gain this ability after defeating the first boss, and you can only defeat the first boss aftar you find him and have the ability to throw your sword.... Complicated, eh? Yes, it's very tricky, but it's all worthwhile in the end.

If you're an RPG fan, you've probably already gotten your hands on a copy of this game and know how cool it is; If you aren't a fan, then I would definitely recommend that you give *Crusader Of Centy* a spin. I spent many hours slack-jawed in front of my TV, trying to solve just one more puzzle, and for me, that's unusual behavior.

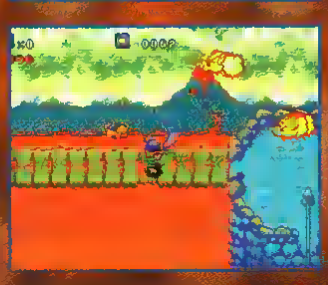
—Gabe Soria



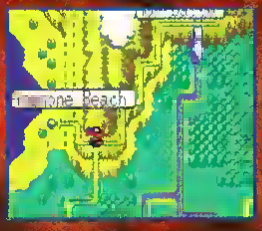
















Use your animal friends to get yourself out of tight spots

"Crusader Of Centy had me glued to the TV."

EDITORS' RATINGS

CHRIS R. 8
Solid adventure with an interesting storyline. The Genesis needs more games like this.

BETTY 8
The kind of RPG I really like. Cute little characters, a great story that will keep you up late at night and Zelda-type game play.

ATLUS

PHONE
(714) 263-0582
DEVELOPER
NEXTECH
SIZE
16 MEG
PLAYERS
1

BREAKDOWN

GRAPHICS 8
Sugary-cute, Japanese-type graphics.

SOUND/MUSIC 7
Your hero screams nicely when he's hit.

PLAYABILITY 9
As the Beach Boys say, "it's fun, fun, fun!"

OVERALL RATING GREAT 8

VIDEOGAMES



SEGA™

PHONE
(800) USA-SEGA
DEVELOPER
SEGA OF JAPAN
SIZE
16 MEG
PLAYERS
1

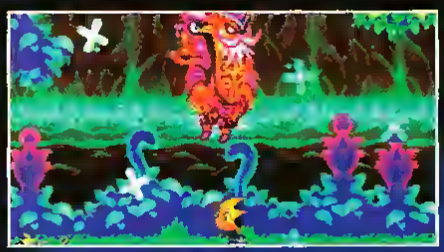
"STELLAR!"

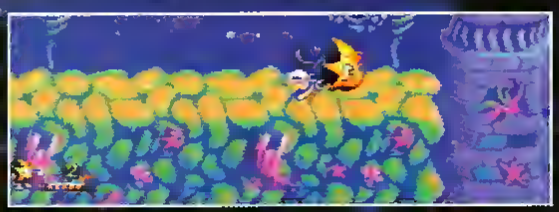
You've played a jillion platform games for your Genesis. And *Ristar* is yet another in a collection of the cutesy go-right type. But I still can appreciate it for what it is.

What is it? Ristar is a little star that fell from the sky to save the Earth from the bad guys. Some evil overlord has enslaved everyone on the planet. It's up to Ristar to overthrow the tyrant. Your basic good guy/bad guy plot.

Ristar fights gigantic mutant snakes, ferocious sharks and evil wizards with his stretchy, skinny arms. Those little arms sure do come in handy. They'll grab the enemy, and as Ristar pulls them in toward his body, he'll head-butt them into oblivion. So he doesn't just shoot them or hit them, as most protagonists do. He really busts a move.

The same move can knock trees over whenever they're in Ristar's way. His head-butt can really pack a punch. His arms also allow him to climb ladders, swing from tree to tree, and pull himself up on ropes. You'll never see Sonic do these things. The way he grabs those little purple lizards thrills me. I loved watching those lizards squirming about in Ristar's tiny clutches.





The game design is excellent—a platform game with some depth. Some of the best levels are those which take place underwater. Ristar meets up with crabs, snails, flying koi, frogs, spindly underwater plants, etc. Use his arms to plow through the water.

At various points in the game, Ristar will come across a bar that's sticking out from the scenery, which he can jump up on and start spinning and throw himself up into the air. At the end of each level, he'll get height bonus points, the number of which depends on how high he goes.

He'll also come across various treasure chests filled with gems, power-ups, extra lives, etc. Watch out for hazards like molten flames that rise from the bottom of the screen and engulf Ristar in nasty third degree burns.

The graphics include a lot of color and detail. Everything becomes darker as you swim deeper in the water levels. The backgrounds don't look as clean as they could, but are more interesting than most platform games. And the animation for Ristar is extremely cute. When he pushes a tree over, a look of surprise crosses his face, and it's extremely cute. I just wanted to smother him in kisses.

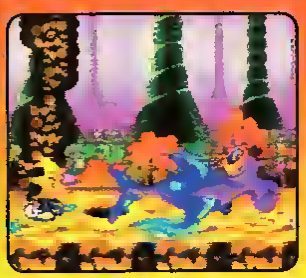
You'll like this cute kiddie platform game. It's got a lot going for it.

—Betty Hallock

LEVEL-BOSS BATTLES!



Check out Ristar going at it with Rilho on planet Flora!



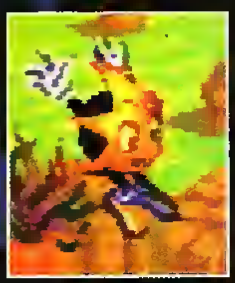
Ristar battles Ohsat the monster shark on planet Undertow!

EDITORS' RATINGS

CHRIS B. 8
Cool animation and lighting effects.

JIM 7
Solid platform fun.

CHRIS G. 5
This is way too cute for my taste. Ristar's stretching arms are kind of cool.



Is Ristar cute or what?

BREAKDOWN

GRAPHICS 8
Ristar is really cute; great facial expressions.

SOUND/MUSIC 7
The happy-go-lucky type.

PLAYABILITY 8
It's fun to grab enemies with star arms.

OVERALL RATING ▶ GREAT 8

VIDEOGAMES

SLAM CITY WITH SCOTTIE PIPPEN





Digital Pictures

PHONE
(800) 262-5020
DEVELOPER
DIGITAL PICTURES
SIZE
CD
PLAYERS
1



FINGERS



JUICE



MAD DOG



SMASH



SCOTTIE

Have you ever heard of those pointless analyses that add up the total amount of real playing time in a football game? You know, they say there's an hour on the game clock, but after all of the time spent sending players on and off the field, talking in the huddle, etc., the ball is actually in play for just a few minutes. That's how most of these full-motion video CD-ROM games are. *Slam City*'s packaging boasts "over two and a half hours of full-motion video" on its four discs, but I'm guessing that if you could add up all of the little half-second moments during which you can actually influence the outcome of the game, the total would be under five minutes.

The trouble with *Slam City With Scottie Pippen* is that basketball is such a dynamic, '90s kind of sport that a *Dragon's Lair* interface just can't do it justice. That's why this review has not been included in our *SportsWire* section: If you're a player who has experienced the fully interactive intricacies of *NBA JAM* or *NBA Live '95*, you'll cringe at *Slam City*'s one-dimensional interpretation of the sport of basketball.

You play as Ace, a Woody Harrelson type in an elastic headband who shows up for a few friendly games of one-on-one at the local gym. Bets are taking place and there's a mysterious "G-Man" who quietly takes notes on your performance, but you're not playing for money or recognition; you need respect and the attention of buxom blonde Brittany (not necessarily in that order). Seen from behind, Ace swats at the ball and puts up his hands to block shots; on offense, he can shoot from any spot on the floor, but to go up for a slam you need to break past your opponent.

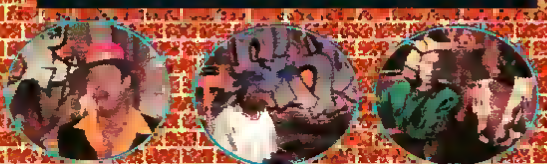
Here's the disappointing part: The "break" points in the live footage are frustratingly brief. If you try to make a move to the basket and you're not at a juncture in the FMV stream where you can branch to a different scene, you'll just be "telegraphing" your move and setting yourself up for a steal. In other words, if you press the button when the computer's not ready for you to press it, then *nothing happens*.

Worse yet, 95% of the FMV clips that show you losing the ball are ludicrous giveaways in which the pathetic Ace seems to be trying to dribble through his opponent's legs. You'd think the guy would learn his

"Scottie deserves better...and so do I!"



THE SPECTATORS



BREAKDOWN

GRAPHICS 6
FMV quality varies from one scene to the next

SOUND/MUSIC 5
The in-game music actually slows down!

PLAYABILITY 4
Sluggish controls, low replay value

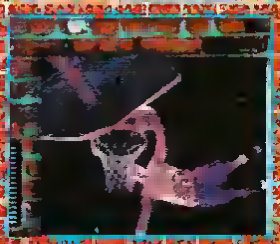
OVERALL RATING OKAY 5













lesson after a few of these and try backing into the paint; unfortunately, the interface forces you to tace forward and dribble right in fronf of your opponent's nose at all times.

Long jump shots can otten win a game more easily, but you really need to drive to the rim for frequent jams if you want to earn the whopping ONE BILLION "respect" points you'll need to play against real-life NBA star Scottie Pippen ot the Chicago Bulls. Scottie raps all about the importance of respect in the game's theme music, buf I got a little tired of watching my point total shrink every time I got muscled out of the picture during one of the game's poorly designed rebound scenarios. I just had to play against Plppen, though, so I found myself in the uncomfortable position ot having to convince myself that I really did want the "respect" ot a bunch of ham actors.

Speaking of which: I thought we'd never go back to the mid-'80s cheesiness ot the acting in *Night Trap*, but—with the possible exception of Pippen himself—the cast of *Slam City* makes stuff like *Tomcat Alley* look positively Shakespearean. The spectators, in particular, remind me of younger versions of the layabouts who used to pal around with Fred in old episodes of the '70s TV sitcom *Sanford and Son*. The pimp-like Dolla' Bill has not been given one word of convincing dialogue, and most of the others have no problem fulfilling the expectafions of such stereotypical roles as "hot babe" and "hip young brotha." (Don't blame me; both of those descriptions are straight from the manual.)

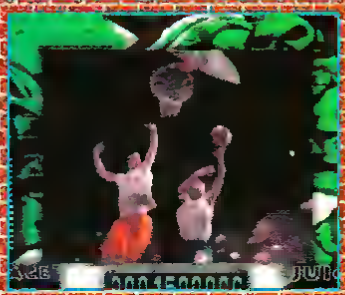
Naturally, *Slam City* carries on the long—though inexplicable—tradition of abusive first-person dialogue in Sega CD games. You'll be called a "fool" and told "you suck" as you sfruggle for revenge against each ot fhe game's (admittedly skilled) opponents. After Juice called me "boy" and fhreatened to "drink me like milk" tor the 20th time, I found myselt wishing that she would do just that; hey, it sounds a lot more interesting than having her thrash me at basketball in front of a bunch of FMV ne'er-do-wells.

Despite its interesting subject, *Slam City* is still just another tailed attempt at true full-mofion video interactivity. Scottie deserves better—and come to think of it, so do I. An FMV football game, on the other hand... now there's an idea....

—Chris Bieniek









"Aoy, I'm gonna play you like a home entertainment system," says Juice. Huh?



You'll be more respected when the ball gets rejected.

EDITORS' RATINGS

CHRIS G. 5
A major disappointment. The game simply doesn't work.

BETTY 4
I didn't like anything about it—from characters to gameplay.

JIM 2
This should get "slammed"—into the nearest trash can!



BREAKDOWN

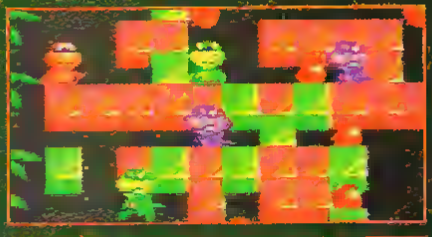
GRAPHICS 8
Characters are on the goofy side, but cute too.

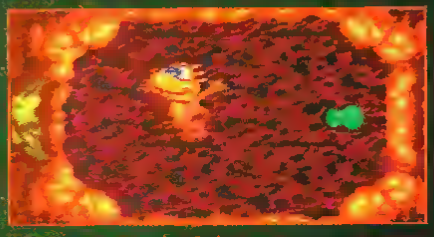
SOUND/MUSIC 8
Ignore the title song lest you throw up.

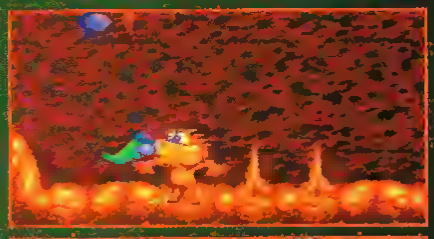
PLAYABILITY 7
The skateboard actually enhances game play.

OVERALL RATING COOL 7 VIDEOGAMES

"Dinosaur eggs aplenty."









Radical Rex—the name is so goofy it makes me cringe. Originally, I thought that I didn't want to play a game starring a dinosaur with a skateboard. But I also knew it couldn't be half as bad as *Mr. Nutz*, and I turned out to be right: *Radical Rex* is fun! If you've played either the Genesis or Super NES versions, you'll notice redesigned layouts as well as an enhanced soundtrack. And if you haven't played the game, the story goes something like this: Rex is a dinosaur (with a skateboard) who has to save his girlfriend Rexanne and the entire dinosaur world from the enemy mammal, Skriitch, who looks like a freaky squirrel (Mr. Nutz!). Not a very unique story.

But some of the game play will definitely toot your horn. The game starts with Rex and his skateboard in your basic jungle—palm trees, vines, a variety of Mesozoic shrubbery. The skateboard whizzes you up and down a couple of hills and through some loop-de-loops. It disappears when you find your nose imbedded in the side of a cliff. Then you're on your own. You may find it in a later stage. But the skateboard isn't necessary for most of the game. Though without it, things seem to move a lot more slowly.

Each level offers a variation on the run-and-jump concept of game play. Journey through the intestinal tubes of a dinosaur (watch out for gas bubbles and harmful bacteria!). Swim through piranha-filled lagoons. Climb the bones of a giant dinosaur skeleton in outer space. Avoid enemies like the Leapsnake, the Saber-Toof, the Triceratops, the Spikosaur and the Headbuttosaur. It's not too hard, because you have the ability to breathe fire. First burn them, then kick them, and they disappear. Make sure to keep your fire-meter replenished by collecting Fire Fossils.

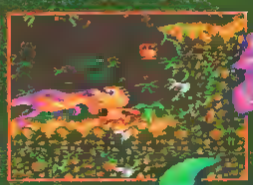
Other power-ups include the following: Heart Fossils that restore your health, Invincibility Fossils that make you invincible for five seconds and Air Bubble Fossils that allow you to breathe underwater. As you work your way through level after level, you'll pick up dinosaur eggs. If you've got 80 at the end of the level, you'll enter a bonus world that's a puzzle game.

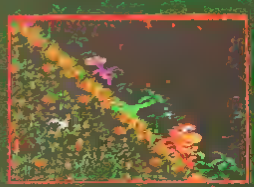
Ultimately, *Radical Rex* is a thoroughly enjoyable platform game. Simple maneuvers and a variety of levels comprise a game that's good to go.

—Betty Hallock



Rex avoids gastric acid bubbles.







EDITORS' RATINGS

CHRIS B. 7
Solid platform fun with excellent CD sound.

CHRIS G. 6
This cute dino gets to cause havoc in the strangest places.

GABE 6
I liked the gross stuff.

ACTIVISION

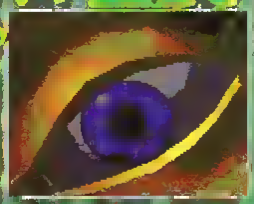
PHONE
(310) 473-9200

DEVELOPER
ACTIVISION

SIZE
CD

PLAYERS
1 OR 2

THE LAWNMOWER MAN



BREAKDOWN

GRAPHICS 6
Rendered in muddy-looking Sega CD-style.

SOUND/MUSIC 7
The CD-quality sound that you'd expect.

PLAYABILITY 5
The puzzles are kind of strange.

OVERALL RATING OKAY 5 VIDEOGAMES

The Sega CD version of *The Lawnmower Man* isn't the action game you saw in earlier cartridge versions. It's a 3D action game that is a translation of the PC version, with a larger variety of game play throughout its 12 levels.

The first level, "Cyber Boogie," is composed of a bunch of tunnels through which Dr. Angelo must maneuver without touching any walls. It's funny seeing Dr. Angelo morph into some kind of weird aircraft with legs. A suspiciously calm woman's voice instructs you with directions like "Go up," "Turn left," "Go down." So you push up on the directional pad, you push left on the directional pad, you push down on the directional pad.... It gets dull fast.

The levels that follow include *Dragon's Lair*–type game play with some puzzles thrown in, the most interesting of which is a level called "Tune In" that plays like the game Simon. There's also a maze with deadly Cyberbees that's also kind of interesting. If you open or close the wrong doors within the maze, the Cyberbees will be freed, and they will eat you.

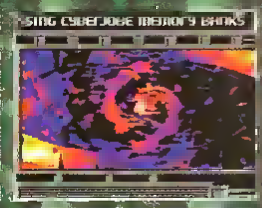
The object of the game is to save Peter and Carla from Cyberjobe. They've been trapped by Cyberjobe in these Cyberstasis Spheres that are continually decaying and will eventually kill whatever happens to be inside them. That must be fun.

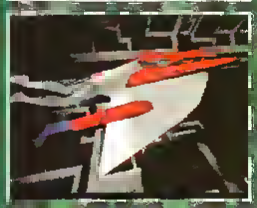
Like the PC version, the graphics are more exciting than the game play itself. According to the back of the box, graphic features include actual color footage from the film, high-quality images through a proprietary digitized process, widescreen interactive video game play, interactive ray-trace 3D graphic sequences, 360-degree cinematic panning and the incorporation of the computer-generated Cyberjobe as designed by Angel Studios. I didn't notice a lot of this stuff. The thing about the graphics that most impressed me was the death sequences. One shows Big Red, Cyberjobe's Cyber-lawnmower, looming toward Dr. Angelo and eventually chopping him up into tiny pieces. And the thing about the graphics that least impressed me was the actual film footage. It looks like mud.

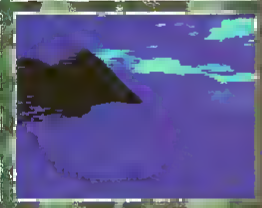
Maybe you should just wait for *The Lawnmower Man 2* game.

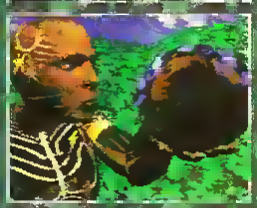
—Betty Hallock







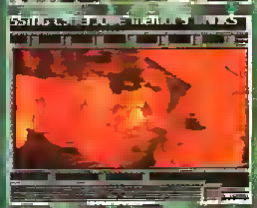


















Big Red is looking for somethind to chew



SCi

PHONE
(310) 577-1518

DEVELOPER
SALES CURVE

SIZE
CD

PLAYERS
1

EDITORS' RATINGS

CHRIS G. 7
This is the thinking man's platform game.

CHRIS B. 6
The SGI stuff looks cool, but it's not as much fun as the cartridge versions.

GABE 4
No control. Weak



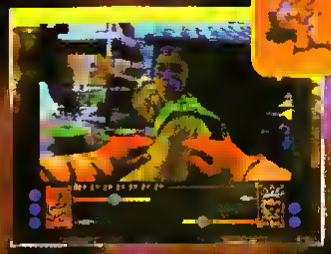
"The Lawnmower Man will bite your Cyberbutt."

SEGA CD

3DO

SUPREME WARRIOR

"Great movie! Less game!"















Yes, it's absolutely true. Digital Pictures has made a *fighting game*, an honest to goodness, no holds barred full motion video slugtest. They've attempted this sort of thing before last year with *Prize Fighter* (a decent game) and this year's *Slam City* (which was, to be honest, a horrible basketball game). *Supreme Warrior* is Digital Pictures first attempt at the fighting games genre, and as you might be able to guess, Capcom aren't going to be shaking in their boots any time soon.

Supreme Warrior actually has an engaging storyline and neat full motion video sequences. You are a disciple of the White Robe temple of the Shaolin, and you have been entrusted with the care of one half of a powerful magical mask. The mad warlord Fang Tu wears the other half and wants the complete set so he can rule the world. He has returned to the village of Master Kai, the home of your mentor and the original guardian of the mask. Fang Tu was thoughtful enough to bring along his warlords and their bodyguards and has threatened to cut the hearts out of all the citizens unless his demands are met and the other half of the mask is given to him. You must do battle with all the warlords and their body guards and then defeat Fang Tu, or else all is lost. This is where the action begins.

Digital Pictures

PHONE
(800) 262-5020

DEVELOPER
DIGITAL PICTURES

SIZE
CD

PLAYERS
1



So, you think your Kung Fu is stronger than mine?!

Up until this point, the game is great, because the action and the plot are reminiscent of all the great Hong Kong fantasy Kung Fu flicks. There's melodrama, corny special effects (people fly through the air, etc.), great costumes, beautiful locations, cool opponents and supporting characters (Vivian Wu, who plays your ally Wu Ching, should get her own game), and an interesting plot. I was jazzed, because the whole time I felt like I was watching *Kung Fu Theatre*.

As you can see from the pictures of *Supreme Warrior*, the gameplay is in the first person (and the graphics on the 3DO version, which all these pictures are from, are much better than the grainy rainstorm of the Sega CD version). Your hands are extended, and from this position you can execute your various punches, kicks and special moves. Surprisingly, the game is smooth and there is little or no lag time between cuts in the action. This doesn't save the game, though, because the fundamental thing about fighting games, which I love, (which this game doesn't possess) is their *complete* open-endedness. You can't jump over your opponents or ever truly avoid them. Your attacks are based almost entirely on what *they* are doing instead of what *you* are doing. Compared to *Street Fighter*, this is not a fighting game.



Supreme Warrior looks like a million bucks.

Quite simply, it's a drag. Otherwise *Supreme Warrior* has a lot going tor itself. A criticism that I would level at Digital Pictures is that their obsessiveness with FMV gameplay often works against them. As I said before, the exposition scenes from *Supreme Warrior* are the best they've ever done, but it just doesn't work when you're fighting somebody. I was imagining what DP could have done if the fighting sequences were done à la *Virtua Fighter*. I wouldn't have complained a bit. If the game was a balanced mix between a video game and ultra-cool live action Kung Fu, I would've kissed the CD and adopted it. Come on Digital Pictures, we wouldn't have been upset if some of the game wasn't FMV.

—Gabe Soria

BREAKDOWN

GRAPHICS 9
Looks just like classic Hong Kong fantasy.

SOUND/MUSIC 7
There's a Cantonese option!

PLAYABILITY 4
Plays like a wet brick.

OVERALL RATING OKAY 5 VIDEO GAMES

EDITORS' RATINGS

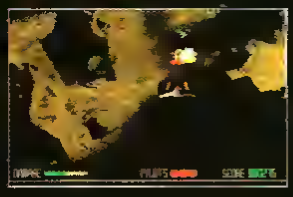
CHRIS G. 7
It's like *Kung Fu* Interactive!

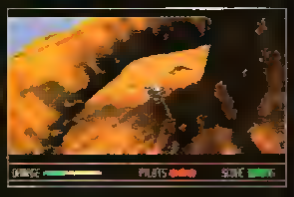
CHRIS B. 6
The FMV is great—the best Digital Pictures footage yet—but the play leaves a lot to be desired.

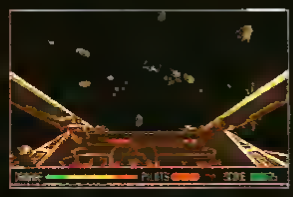
BETTY 6
The intro is amazing! The game looks good but plays crappy.

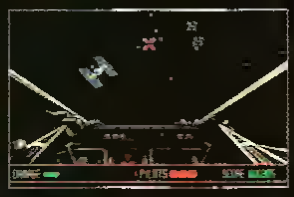


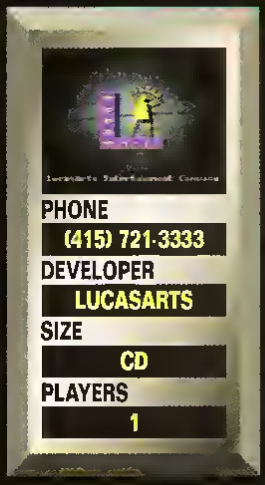
REBEL ASSAULT











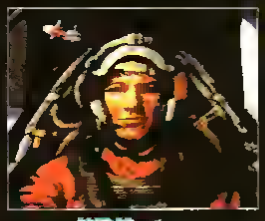
You've seen the films, you've seen a substandard veraion on the Sega CD. Now, if you're lucky enough to have a 3DO, you csn plsy the closest thing to the sctual computer game. *Rebel Assault* has arrived for the 3DO home system and it's a doozy.

If you'ra not familiar with *Star Wars*, than you ahould be, and if you're not familiar with *Rebel Assault*, where've you been? It's the best-selling entertainment CD-ROM ever! And for good reason, as this 3DO release proves. In thia simulation game, you play Rookie One, a newly recruited pilot for the Rebel Alliance, which atruggles sgainst the tyrannical and almost undefeatsble torces of the Empire. In the course of the game you fly various missions against Imperial targets in apace and on planets. At one point you can aven get out ot your ship and blast Stormtroopers on foot!

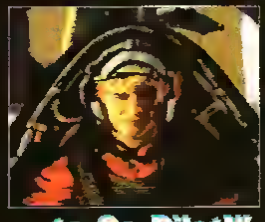
You start oft in trainlng missions to prova yourself. These take the form of piloting testa which put your nerves and your trigger finger under intense scrutlny. In these training missions you fly through canyons on Tatooine, bomb robot drones,







"Pilot..."



"...to Co-Pilot!"

These are some of the amazing levels in *Rebel Assault*.

and fly an A-Wing through treacherous asteroid fields.

Onca you psss the exams without killing yourself, you're rudely thrust right into the middle ot the wsr when the Empire threatens a Rebel installation. This is where thinga start shooting back, ao beware!

I can't really explain how cool this game is. It makes you feel like *you* are the star of a new *Star Wars* ssga. The missiona, instead of being random attacks on the Empire, follow each other in logical progression, snd a story develops. In the animated acenas (of which there are meny) you learn more about your trienda, as well as your enemies. It'a all very melodrematic. There's even a good daath scene or two thrown in for good measure. They slso make the game seem much more personal.

The graphica are first-rate and blow away the shoddy Sega CD version of *Rebel Assault*. In fact, they come close to matching the auperb graphics of the originel PC version. The music is wonderful, absolutely top-notch. The controls are competent. Sometimea the lack of total control over your ahip in the first-person flight sequences can be depressing, but the overall feel of the game is the most important thing, end overall it taels great!

The fect that this game is so great gives me hope that Lucasarts will soon see the 3DO as a viable platform tor tuture games. Maybe down the road we'll see 3DO versions ot *X-Wing* and *Tie Fighter*, both excellent computer games. I'm crossing my fingers and so should you. It's a long way until 1998 and the premiere of the tha new *Star Wars* movie, and until then I'll need all the substitutas I can get.

—Gabe Soria

BREAKDOWN

GRAPHICS 9
Makes you want to be a Jedi Knight.

SOUND/MUSIC 10
John Williams in his heyday; greal blaster FX.

PLAYABILITY 6
More freedom of movement would be cooler.

OVERALL RATING ▶ EXCELLENT 9 VIDEOGAMES



EDITORS' RATINGS

CHRIS G. 5
Great sound and graphics but you are slll stuck on a track. If it weren't for *Star Wars*, this game would be as bad as *Microcosm*.

JIM 4
Sorry, if I want to watch a movia, I'll rent one.

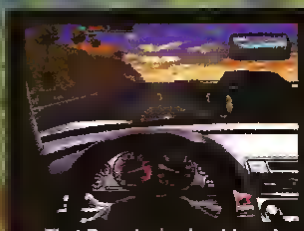
"This game rocks **harder** than **AC/DC**."



3DO the Need for Speed



PHONE
(415) 571-7171
DEVELOPER
ELECTRONIC ARTS
SIZE
CD
PLAYERS
1



That Porsche is about to get dusted by this NSX!



Use the "Highlight Reel" feature to relive all the glory!



Unlike the real world, it's not too hard to outrun the law!



In *Need for Speed*, you can even drive *backwards*!

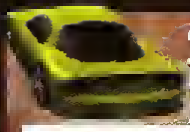


Plenty of options, like choosing your opponent's car!



SHUT-UP!

"X-Man" is severely annoying! Luckily, you can tape his stupid mouth shut!



"The THINKING MAN'S racing game."



CRASHING is easy as



EIGHT ULTRA-COOL EXOTICS TO CHOOSE FROM!



EDITORS' RATINGS

CHRIS G. 9
Great racing, stunning collisions!

BETTY 8
You'll like it as much as you did *Road Rash*!

CHRIS B. 7
The name says it all—this game definitely needs more speed. It's actually incredibly slow!

BREAKDOWN

GRAPHICS 9
Real, man! EA—bring out an accessory disk!

SOUND/MUSIC 8
Good, but the engine sound could be "meatier!"

PLAYABILITY 7
Competition is weak, but you'll still have a blast.

OVERALL RATING ▶ COOL 7



After my run-in with *Bubsy* this month, I knew it was gonna take a good game to bring my spirits back up. Ha-haaa! *Need for Speed* is not only a good game, it had me glued to my screen for hours!

NFS lets you drive like a lunatic in cars you can't afford: Lamborghini Diablo, Acura NSX, Ferrari 512TR (I've always wanted to drive a Ferrari!); all the big boys are in here. You get to sort of "test drive" a car before you race it via some pretty cool Full Motion Video. I usually cringe at the sight of FMV, but it really works here by showing scenes of each car in action. It's a nice touch and adds to the authenticity of the game.

You can either go against the clock or take on the computer opponent, "X-man". (Oh, *that's* original!) Next, you pick where you want to drive. The three tracks provided may not seem like much, but each one is broken down into three distinctly different areas, so you're actually getting nine tracks in all.

Need for Speed's graphics are hot! Electronic Arts has taken the amazing *Road Rash* engine and tuned it to near-sim-perfection. The one thing that has always irked me about driving games is the fact that what you see out on the horizon, scenery-wise, never really "comes" to you. You can throw *that* out the window! This game is absolutely, without hesitation, the most realistic driving sim available for the home so far—it moves like butter! You get three different camera-views: two outside the car and one inside. Switching views is fun, but nothing beats sitting directly behind the wheel. The inside-view is so cool because each car's interior is a digitized image of the real deal! The speed/tach gauges are functional, you have a rear-view mirror, and each time you shift, a little window comes up displaying the car's unique gear-shift in action. Along with all that, you get a radar detector—vital for spotting the law.

While the visual side of *NFS* rocks to the maximum, more attention should've been paid to playability. Don't get me wrong; it feels like you're really driving and it can be a blast, but the game just doesn't get *competitive* enough. Most of the time is spent maneuvering through traffic and rarely do you interact with your one and only opponent, X-man. This is more of a course in Driver's Ed than it is a hard-core, down-and-dirty competition. It's a lot like real-life; you weave around other cars on the highway and try to get where you want to go as fast as possible without someone having to pry you out with the "jaws of life".

Need for Speed is begging for a sequel. Hopefully, if it happens, we'll see multiple competitors who are more aggressive and maybe even some shoot-outs with the cops. It could be called something like, *Against the Law*. That would be *intense*!

If you own a 3DO and don't add this game to your collection, you're really missing out. It's not perfect, but it feels so real, you won't care! (And, man...being able to finally drive that Ferrari doesn't hurt, either!)

—Jim Lottus

KASUMI NINJA



If you're looking for a great Jaguar fighting game, you'll have to wait a bit longer.



ATARI	
PHONE	(800) GO-ATARI
DEVELOPER	HAND MADE SOFTWARE
SIZE	32 MEG
PLAYERS	1 OR 2

I can imagine what the Atari board meeting must have been like: A suit nervously pitches the first Jaguar fighting game by emphasizing its "gore factor," loads of "hot babes," and digitized "actors" and their popularity with the kids. "All we have to do," he says, "is package the whole thing in an inane storyline, and we can clean up!" Mr. Big, his mysterious boss, nods silently and waves his hand dismissively. And so begins *Kasumi Ninja*'s journey to the public!

You Jaguar owners have finally gotten your wish: Atari has gifted you with a fighting game. And is it any surprise that they released a pretty lame excuse for one? *Kasumi Ninja* takes place on Kasumi Island, where a tournament of sorts is taking place, a competition which will somehow affect the fate of the world. Stunning originality aside, the plot functions as a device to bring together champion fighters from throughout history. In addition to two ninjas from the island of Kasumi, there's a kickboxer, an Amazon, a street punk, an Indian, a barbarian and a Scotsman to round out the crew. These guys are all supposed to be digitized, but they look *bad*. Even the motley crew from *Way Of The Warrior* looks better than this bunch. And what's that you say?The 3DO is a 32-bit machine? And *Mortal Kombat II* on the SNES looks better than this, and that's a 16-bit clunker? Geez, the math Atari wants me to do must be that *new* math. I get it now! Pardon me for being so *stupid*!

Personally, I can't imagine anything more distasteful than playing a fighting game with the Jaguar's dreadful controller, and as you can imagine, it is not well-suited for beat-'em-ups. If you thought the 3DO controller was a pain, try to pull off a special move, much less a combo of any sort. I dare you. By no means am I a master of fighting games, but within the first five minutes of playing *Mortal Kombat*, I learned a few moves. Not so with *Kasumi Ninja*.

Most moves are "charged" with the controller's "C" button, but the physical construction of the Jaguar controller hardly allows one to charge a special move and defend oneself at the same time. It's ridiculous! Haven't those guys at Atari learned the meaning of the word "ergonomic" yet? It's only mentioned in *every* car and computer commercial. Just so you know, it has something to do with designing things so that they function well in accordance with people, or something crazy like that.

But this isn't a review of the Jaguar's controller, this is about *Kasumi Ninja*. Boy, was I rotted out over this one. The Jaguar has had some really great games come out recently (*Doom*, *AVP*, *Iron Soldier*), but this one's not even in the same class as the games mentioned above. Some of the backgrounds look pretty good, and yes, there's a lot of blood and plenty of female flesh, but if I wanted gore and scenery, I could watch a National Geographic special on the jungle. I don't get my jollies from video-game characters. Innovation was what I was hoping for, and Atari has just marched out all the old conventions. Nice try but no cigar. Scratch that—it wasn't even that nice of a try.

—Gabe Soria

EDITORS' RATINGS

JIM 4
This is blood just for the sake of blood. Coating a sorry game with bodily fluids does not save it. Check into something called "GAME PLAY."

CHRIS B. 4
The controls are bad, the secret moves are frustrating and the soundtrack sucks

"BLOOD JUST FOR THE SAKE OF BLOOD IS LAME."



BREAKDOWN

GRAPHICS 5
Considering the Jaguar's claims, unimpressive

SOUND/MUSIC 4
Horrible music and dismal voice samples.

PLAYABILITY 4
Phooey! I give up!

OVERALL RATING WEAK 4



VIDEO GAMES

KASUMI NINJA FIGHTER SELECTION



ZOOL 2

ATARI

PHONE
(800) GO-ATARI
DEVELOPER
GREMLIN
SIZE
16 MEG
PLAYERS
1

If you're not tired of cutesy platform games and happen to own a Jaguar, this game may suit you well. With an additional character, more intricate levels and candy that actually looks edible, I'll say this much: As far as cartridge versions go, *Zool 2* is the best *Zool* game yet.

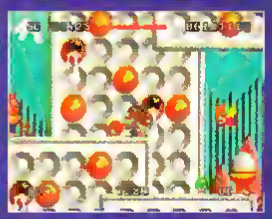
Though the graphics in *Zool 2* aren't up to 64-bit par, they are a definite improvement over the Genesis version of the original *Zool*. The candy looks absolutely yummy—like some sort of Dr. Seuss jackpot. Plus lots and lots of color doesn't hurt. And even the enemies are cute. But don't let their innocent looks fool you. My favorite enemies are the eggs on legs. Shoot them once and their candy-colored shells bust open to reveal sweet surprises, as well as the little creatures that happen to be living within those shells. You'll have to shoot them too. Who would have known? An injury-inducing egg.

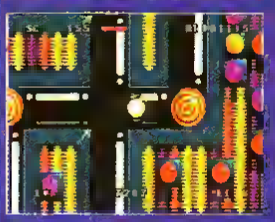
Game play is very similar to the original and is also rather predictable. Despite levels that lead you in more directions, it ends up feeling like you're plodding. Zool's got the same "ninja" moves as before: run, jump, shoot, climb and what I call "the super spin." The only extra move I came across was the back flip. All in all, I was disappointed by the game's lack of depth. Collect some goodies, kill a few baddies, find the exit, and after a couple of levels, fight the boss character. I've done this too many times.

But the added benefit of a female character is very exciting. I mean it. You have the option of playing as Zooz, "Zool's brave and beautiful companion," according to the manual. She has a nice ponytail too.

Despite the fact that *Zool 2* can be fun to play for a while, I couldn't help but wonder why something more original wasn't released as one of the Jaguar's first platform games.

—Betty Hallock









EDITORS' RATINGS

CHRIS B. 6
Can't beat *Sonic*, but it's more involving than *Bubsy*. What are Chupa Chups?

CHRIS G. 4
A decent action game, but unfortunately this is also nothing special; 64-bit action games have a lot of hype to live up to.



Yummy, isn't it?

BREAKDOWN

GRAPHICS 6
Cute and colorful, but looks like 16-bit stuff.

SOUND/MUSIC 8
A lot of little popping noises.

PLAYABILITY 6
Little, tiny enemies that annoy you.

OVERALL RATING GOOD 6

VIDEOGAMES





PLAYER SELECT



Zool lets you choose between male and female characters!

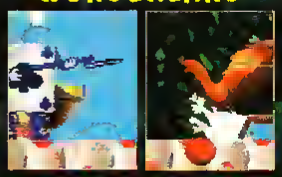
"Watch out for those eggs on legs."

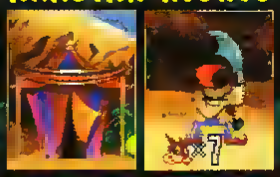
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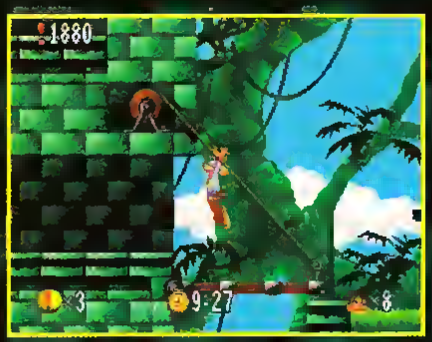






PHONE
(800) GO-ATARI
DEVELOPER
ACCOLADE
SIZE
16 MEG
PLAYERS
1

Bubsy must truly have nine lives. The Sonic-wanna-be died in two previous efforts, and now he's back for more abuse; this time on the Jag. Is it just me, or does Bubsy have an identity crisis? I'm beginning to wonder if Accolade is even aware of the possibilities. The sequels sure don't show it. In all fairness, I don't think the answer lies in Bubsy the character as much as it lies in what has (and hasn't) been *done* with him.



Yeah, "Let's ell torch the aubster!"

As I plugged in *Fractured Furry Tales*, my hopes for ol' Bubsy were refueled. I mean, what better way to make a video-game comeback than to blow everyone away—64-bit style?

Unfortunately for Bubsy (and for any dreams Accolade had for mass-merchandising Bubsy toys, games, t-shirts, etc.), this latest installment is nothing to get pumped-up about.

As the title indicates, all of the fairy-tale worlds have been screwed up somehow, and Bubsy's job is to pounce on heads now and ask questions later. Some of the levels include: Bubsy and the Beanstalk, Bubsy and Gretel, Bubsy in Wonderland...you get the picture. Throughout your travels, you also collect "Bubsy Balls" for points and items like t-shirts, which make you invincible or give you extra lives.

"Bubsy shows absolutely no signs of being 64-bit."

First off, this game is a "one-hit wonder" in that you die from your very first contact with an enemy. Granted, you start out with nine lives (f get it...tee-hee!), but this makes for frustrating game play. I mean, it can make you so mad, you'll feel like smashing your Jag controller! The levels do have markers to save your progress, though, so it's not the end of the world. Another thing I notfced about Bubsy's newest advenfure is that ft's pretty much devoid of any originality as far as play mechanics go. Just run and jump and bounce on heads. Wow!

Graphically, except for the cool rotating "Bubsy Balls," *Fractured* shows absolutely no signs of being a true 64-bit game. Or 32-bit. *16-bit* is more like it. Even so, Bubsy is poorly animated. The only funny thing he did was tap on the TV tube after being left motionless. The backgrounds? Just try your best not to fall asleep, okay?



If there's one thing Bubsy is, it's consistent. This time, we're offered more of the same uninspired, run-jump-and-pretend-you're-having-a-good-time play mechanics. To add insult to injury, this is supposed to be 64-bit! I'm sorry, but enough is enough. I have nothing against action/platforms (or any other game, for that matter), as long as I'm given the impression that someone actually cared about the finished product. But if the market becomes flooded with games like this, we are *all* in trouble. This is the type of product which spelled disaster for us the first time, and I'd hate to see it happen again.

—Jim Loftus

EDITORS' RATINGS

CHRIS G. 4
64-bit my butt!!! Been there, done that. No thanks.

CHRIS B. 4
The new levels are nice, but the controls are sluggish and Bubsy can't glide as far as he used to. What happened to the cool death scenes?

BREAKDOWN

GRAPHICS 2
(Knock, knock!) Hello?...Atari?...anybody home?

SOUND/MUSIC 2
If I hear *"The Bubster"* one more time, I'll lose it.

PLAYABILITY 4
"One-hit wonders" really suck.

OVERALL RATING ▶ WEAK 4 VIDEOGAMES







SHOCK WAVE



An alien race, known as the Keshran, intercepts the *Voyager* probe and consequently discovers Earth's coordinates. These are not friendly people. So, once the Keshran locate the probe's origin, they've pretty much got it in their heads to attack and conquer. Obviously, Earth doesn't like this, and trouble ensues.

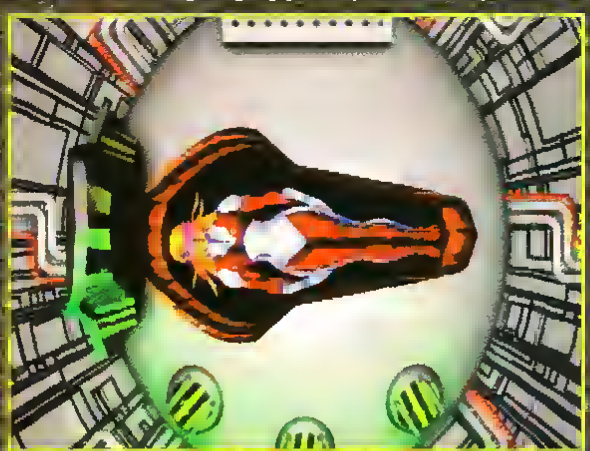
As mundane as this story may sound, it's presented well (without full-motion video, thank you), and the subplot is detailed by animated sequences that are captivating. The developers have included a little bit of everything: romance, intrigue, heartbreak and even a little bit of (somewhat innocent) nudity. Pretty racy!

You play as Lieutenant Jessica Darkhill (a name with metaphorical overtones if ever I've heard one). I was thrilled right then and there. I finally get to play a first-person perspective simulation game as a woman! As her superior, her father begrudgingly assigns her to lead a mission against the aliens.

The game starts over Manhattan. You'll see skyscrapers, the Hudson River and the Statue of Liberty. The rendered graphics are truly astounding. Clouds are strewn across the sky, a mist clings to bridges and buildings, and waves collide as your fighter ship skims the water.

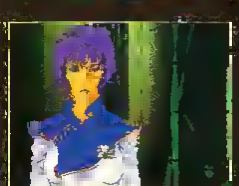
The enemies are a unique combination of humanoid robots and insect-shaped airships. You won't see anything like this in *Shock Wave*. The attention to detail is amazing. The huge, flying robots have monstrous eyes, one on top of each shoulder. It looks really freaky when they're coming straight at you. Because the airships look like ants and the tanks look like caterpillars, it




LOTS OF COOL CHARACTERS TO MEET!





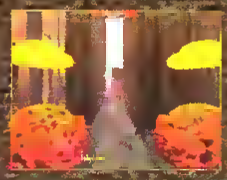




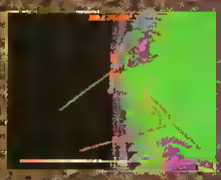

Save the Statue of Liberty!











BREAKDOWN

GRAPHICS 9
Amazingly realistic rendered backgrounds

SOUND/MUSIC 9
Music that gets you in the mood for shooting.

PLAYABILITY 8
A great shooter that needs a worthy controller

OVERALL RATING GREAT 8 VIDEOGAMES











would appear that bugs are taking over Earth. (My worst nightmare!)

The flight path is predetermined. As the player, you have absolutely no control over the direction in which your craft is heading, but the track is exciting. You'll zoom between buildings and under bridges and through computer chips.

Yes, at one point, you're inside a computer fighting off a virus that can only be destroyed "physically." The viral enemies look like purple spiders or red and yellow beetles. The boss rises with a bulbous body and several legs from what looks like a pool of liquid.

The shooting itself is a lot of fun, but the CD-i controller needs some work. Don't even try the remote controller. It's a pain in the butt, not responsive at all. The main menu includes an "options" screen. The only options are "slow cursor" and "fast cursor." Now, why would *anyone* want a slow cursor?!

Regardless, *Chaos Control* is an excellent shooter. You'd be hard-pressed to find a more entertaining game on CD-i.

—Betty Hallock



EDITORS' RATINGS

CHRIS G. 9
Breathtaking images from another world with music and sound effects good enough for a big-budget sci-fi movie.

CHRIS E. 6
Great full-motion video scenes, but the explosions simply cover the video image until it is off-screen. Still, a fun shooter.

"The most fun I've had with the CD-i machine."

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CAPSULE REVIEWS

March 1995

SUPER NES

WARIO'S WOODS • NINTENDO • 1 OR 2 PLAYERS • 8 MEG



If you like *Tetris* but you wish it were about a zillion times more confusing, then *Wario Woods* is a game for you. In this puzzle strategy game, you play a little mushroom guy (or villain) who runs around the bottom of a well, throwing bombs around, hoping to blow up colored blocks and beat your opponents. Unlike *Tetris*, this game isn't easy to understand right off the bat and you might find yourself losing a lot at the easiest level for a while. While it's a lot different from *Tetris*, it's still kind of confusing and difficult. The graphics are cute and colorful though, and that's cool. Beautiful eye candy is a plus.

BREAKDOWN

GRAPHICS 7
Those mushroom guys are cute.

SOUND/MUSIC 6
Wario's Woods is in THX.

PLAYABILITY 6
Incredibly confusing, but rewarding.

OVERALL RATING GOOD 6 VIDEOGAMES

SUPER NES

JURASSIC PARK PART 2 • OCEAN • 1 OR 2 PLAYERS • 12 MEG



Yet another tarnished jewel on the *Jurassic Park* franchise crown has arrived—it's called *Jurassic Park Part 2: The Chaos Continues*, and we can only hope that this isn't what Steven Spielberg has in mind for the sequel. In this tremendously tedious run-and-shoot game, you travel around the island and perform boring adventures on screens that begin to look a bit too familiar level after level. The graphics are pretty cool, but that doesn't save this game from being a sustained exercise in tedium.

BREAKDOWN

GRAPHICS 7
A step down from ILM's dinosaurs.

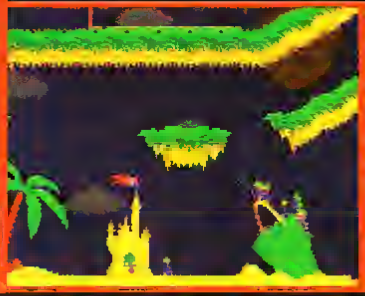
SOUND/MUSIC 7
These terrible lizards shriek nicely.

PLAYABILITY 5
Gets tired almost immediately.

OVERALL RATING GOOD 6 VIDEOGAMES

SUPER NES

LEMMINGS 2: TRIBES • PSYGNOSIS • 1 PLAYER • 8 MEG



The *Lemmings* games are fun and addictive, but do they deserve a sequel? Psygnosis thinks so, and so they've gifted us with *Lemmings 2: Tribes*, which introduces a slew of different lemmings and their new special abilities. Guide the lemmings through various puzzles and please try not to kill all of them—that's the point of the whole exercise. The graphics are the same as they ever were, simplistic but functional. The gameplay is about the same: entertaining and different. If you're a fan of the original game, *Lemmings 2* is a worthy sequel. If you've never tried it before, and are a fan of strategy-type games, you'll dig it.

BREAKDOWN

GRAPHICS 7
The li'l lemmings are small and cute.

SOUND/MUSIC 6
About the same as the first *Lemmings*.

PLAYABILITY 7
Entertaining and addictive.

OVERALL RATING COOL 7 VIDEOGAMES

SUPER NES

3 NINJAS KICK BACK • SONY IMAGESOFT • 1 OR 2 PLAYERS • 8 MEG



This sort of game is an insult to the intelligence of all thinking beings, but it must be reviewed. Does anybody actually *care* about a game adapted from a dismal movie like *3 Ninja's Kick Back*? Hopefully not. That said, the game is your standard platform action with cutesy graphics that revolve around a trio of suburban ninja-kids who say witty things like, "Let's kick butt!" Been there, done that. Ho-hum. So when is that Sony PlayStation coming out?

BREAKDOWN

GRAPHICS 5
Ugly little ninja kids cavort.

SOUND/MUSIC 4
Can't say it made an impression.

PLAYABILITY 4
Not really.

OVERALL RATING WEAK 4 VIDEOGAMES

GENESIS

3 NINJAS KICK BACK • SONY IMAGESOFT • 1 OR 2 PLAYERS • 12 MEG



This is exactly the same game as its SNES counterpart, and that means that it's still fairly weak. You play one of three ninja brats from that awful movie who run around, jump around, and fool around. It's a fairly standard platform game: fight the enemies, break their backs, collect power-ups, and so on and so forth. Go save yourself some time and move on to better things unless you absolutely loved the film. Homework can be more exciting: Have you ever studied the Civil War? Or better yet, try watching gladiator movies.

BREAKDOWN

GRAPHICS 6
Petite ninjas are all the rage.

SOUND/MUSIC 5
Ohmigod, the characters say "Owl"

PLAYABILITY 3
Nothing unique or engaging.

OVERALL RATING OKAY 5 VIDEOGAMES

GENESIS

ESPN SPEED WORLD • SONY IMAGESOFT • 1 OR 2 PLAYERS • 12 MEG



There are so many option screens for this game that you might be led to believe that you're in store for the ultimate racing experience. Wrong. Unless your idea of "ultimate" involves fooling around boring circular courses somewhere in the South, toward a poorly rendered horizon surrounded by ugly stock cars. There's no sense of a true racing simulation—the sensation of movement is completely absent. Watching stock car races on TV is fun, this is not. A good reason to buy a 32X and *Virtua Racing Deluxe*.

BREAKDOWN

GRAPHICS 5
Sadly lacking during the races.

SOUND/MUSIC 5
Boring, uninspired.

PLAYABILITY 4
Weak control at best.

OVERALL RATING WEAK 4 VIDEOGAMES

GENESIS

MARY SHELLEY'S FRANKENSTEIN • SONY • 1 PLAYER • 12 MEG



You play Frankenstein's monster, from the most recent Franky flick, *Mary Shelley's Frankenstein*. (Funny thing is that the character animation contains the same limp that De Niro's monster had in the film.) Unfortunately, this means that everybody hates you. Another in a long series of movie tie-in platform games that have little or nothing to do with the film itself. The graphics seem rushed, the game is pointless and the only redeeming things about it are the monster's cool shuffle when he walks and the fact that he looks like he's going up for a slam dunk when he jumps. Bad movie tie-in.

BREAKDOWN

GRAPHICS 8
The characters move realistically.

SOUND/MUSIC 5
The music sounds very tinny.

PLAYABILITY 4
Weak.

OVERALL RATING OKAY 5 VIDEOGAMES

GENESIS

X-MEN 2 • SEGA • 1 PLAYER • 16 MEG



It's bigger, it's better, it's bolder, it's spicier! It's the sequel to Sega's old *X-Men* game and it's awesome! Yes, it's a platform game, but it's a fun and interesting platform game. Novel concept, eh? Run around as Psylocke or the other X-Men and defeat the evil schemes of the bad guys. Thin plot aside, it's an enjoyable ride. Cool new moves for each character and some great animation for these incredible heroes. Great gameplay overall. Make sure you use those mutant powers wisely. (So, when is there gonna be an X-Men movie?)

BREAKDOWN

GRAPHICS 8
Nice and colorful, the way you like it.

SOUND/MUSIC 7
Decent, but not awe-inspiring.

PLAYABILITY 8
The X-Men come to life on your Genesis.

OVERALL RATING GREAT 8 VIDEOGAMES

GENESIS

TEMPO • SEGA • 1 PLAYER • 16 MEG



Tempo is a new character of indeterminate species, a suave little guy who runs around his platform world and bops other creatures of indeterminate origin. Apparently he likes music as if it were going out of style, so he takes any opportunity he can to get funky by grabbing "dance" icons. *Tempo* is actually quite fun to play; it has groovy backgrounds (buildings that shimmy, etc.) and cool villains, like the sleepy-eyed basketball meanies. All in all, it's an entertaining ride.

BREAKDOWN

GRAPHICS 7
Are the characters bugs or what?

SOUND/MUSIC 7
Tempo has rhythm.

PLAYABILITY 6
Nothing new but not bad.

OVERALL RATING COOL 7 VIDEOGAMES

3DO

CRIME PATROL • AMERICAN LASER GAMES • 1 OR 2 PLAYERS • CD



Crime Patrol is an excellent shooter! You may remember other American Laser Games games like *Mad Dog McCree*, *Who Shot Johnny Rock?* and *Space Pirates*. *Crime Patrol* is the best yet! The live action looks cool, and the sound effects and music underscore the suspense. Shoot gang members, armed robbers, ski-masked villains, drug dealers, mob bosses, and car thieves. Start at Rookie level, then work your way up through Undercover, Detective, SWAT team, and Delta Force. The situations get tougher as you go. Watch out for innocent victims—shooting them ends the game. It's like playing COPS interactive!

BREAKDOWN

GRAPHICS 9
It looks just like the arcade game.

SOUND/MUSIC 8
Bullets fly, glass shatters, mayhem!

PLAYABILITY 9
It plays great with the GAMEGUN.

OVERALL RATING EXCELLENT 9 VIDEOGAMES

3DO

FAMILY FEUD • GAMETEK • 1-A FAMILY OF PLAYERS • CD



GameTek's *Family Feud* boasts over 4,000 new survey questions and answers taken from the actual television show. And some of them are toughies. Richard Dawson isn't the host, so you won't see any gratuitous smooching—too bad. The best thing about the game is the fact that you can customize the families. There's the Williamses (a white family), the Murrays (a black family), the Sanchezes (they look white), and the Kheras (an Indian family). Where's the Asian family? You can customize each character's name, age, sex, hobbies, occupation, and level of intelligence—from hopeless to genius. A blast to play with a group!

BREAKDOWN

GRAPHICS 6
A bit on the fuzzy side.

SOUND/MUSIC 5
Accurate; not a lot of dialogue.

PLAYABILITY 8
Play it with a *family*, and it's fun!

OVERALL RATING COOL 7 VIDEOGAMES

3DO

STATION INVASION• 3DO • 1-5 PLAYERS • CD



The basic premise of the game (a bunch of kids taking over a TV station) is pretty unbelievable. And the kids themselves are really dorky, but the sets are colorful. Each player chooses a TV show to produce and obtains high ratings by solving various puzzles. The ratings are based on how well you do when you complete the puzzles, not on the quality of the show itself. It's too bad that you don't get to see more of the shows, as they're pretty entertaining—just a couple of clips here and there. The puzzles are very simplistic, good perhaps for a *very* young audience. The most interesting thing is the scenes between your Lives.

BREAKDOWN

GRAPHICS 7
Characters and sets look very surreal.

SOUND/MUSIC 5
From dorky rap to happy pop.

PLAYABILITY 6
So-so puzzles and lots to do in between

OVERALL RATING GOOD 6 VIDEOGAMES

3DO

LET'S PLAY SOCCER • INTELLIPLAY • CD



Let's Play Soccer is packed with information. It stars U.S. World Cup team member John Harkes, University of North Carolina team captain and two-time NCAA National Player of the Year Mia Hamm, and Zachery Ty Bryan from the TV show "Home Improvement." Despite their "star status," the repartee is pretty yawn-inspiring. But they do offer a lot of information. All the basics for defensive and offensive strategies and theory. As well as specific instructions on stance, angling, channeling, etc. This is an interactive instructional CD, but if *FIFA International Soccer* for 3DO turns you on, this title may interest you.

BREAKDOWN

GRAPHICS 5
Somewhat "blah." Choppy cinepak.

SOUND/MUSIC 7
Peppy dialogue and upbeat music.

PLAYABILITY 6
Informative, but a bit on the boring side

OVERALL RATING GOOD 6 VIDEOGAMES

3DO

WORLD CUP GOLF HYATT DORADO REACH • U.S. GOLD • 1 PLAYER • CD



There are better golf games for 3DO. *World Cup Golf Hyatt Dorado Beach* is just difficult to use. The shot display, or the shot dialogue box, includes contra arrows, power meter, sweet spot, swing meter, and tol erance zone. The interface is not very user-friendly The point-and-click mechanism is a turn-off as well. It takes away from what could have been a more realistic experience. The game allows you to create, review and delete players, adjust playing conditions and use practice facilities. There are plenty of game options, but they don't exactly make the game more fun.

BREAKDOWN

GRAPHICS 6
The backgrounds looked the best.

SOUND/MUSIC 5
Adequate, though not memorable.

PLAYABILITY 5
It's difficult to aim and swing.

OVERALL RATING OKAY 5 VIDEOGAMES

SEGA CD

PRIME • SONY IMAGESOFT • 1 OR 2 PLAYERS • CD



Kevin Green is a 13-year-old kid who occasionally transforms into tha super-bulky superhero, Prima, as tha result of experiments parformed on his mothar prior to his birth. Now that his girlfriend has disappeared during s trip to tha msll, this mutation aure comes in hsndy. In this side-scrolling beat-'am-up, you'll battle the likes ot Malvollo, Keel, Blot, Kong, Gator, Chud, Ramo, Batwing, Lizard Msn, Prototype and Wrsth. Tha anamies look worthy ot the nama "enemies." Tha gamaplay'a not vary original, and tha graphics aran't spectacular, but it's a blast to play! As a bonus, you also get *Microcosm* on the same disk.

BREAKDOWN

GRAPHICS 7
Colorfully cartoony, like the comic book.

SOUND/MUSIC 8
Dark, thoughtful, suspanseful.

PLAYABILITY 7
Cool side-scrolling beat 'em up.

OVERALL RATING COOL 7 VIDEOGAMES

SEGA CD

SPACE ACE • READYSOFT • 1 PLAYER • CD



Get ready Space Ace and move on with your lives! Geez! It's tha same thing ovar and ovar again. Tha cartridga varsions ware a little bit different, but all tha CD-bssed versions sre almost idantical, excapt that the quality ot tha video varies. The Sega CD version has tha worst graphics yet. Undoubtedly, it was a good arcade game and tha Sega CD plays pratty much like tha arcada varsion. Tha graphica sren't ss clesn as tha superior CD-i version; in fact, thay look lika mud. Fortunately, the sound effects are good. But it all ands up baing somathing you've alraady seen and heard one hundred times before.

BREAKDOWN

GRAPHICS 4
Brown and muddy—yuck!

SOUND/MUSIC 7
Nice spacey sound effects

PLAYABILITY 6
Consistent with the ercade version.

OVERALL RATING GOOD 6 VIDEOGAMES

SEGA CD

3 NINJAS KICK BACK • SONY IMAGESOFT • 1 OR 2 PLAYERS • CD



The character animation looks terribly crappy. The gameplay is okay and might avan be considarad "innovativa." What looks to start out as a plsttorm gsma also ancompssses a coupla ot simulation lavels, slbelt sort of dumb simulation lavals. Ona's a skateboarding simulation that takas plsca on the streets, in which you hsva to take on the bad guy with your supply ot shurikens. The othar is a hang gliding simulstion in which you hava to fly through targats while alao gatting rid of tha ninja anamias that ere trying to knock you down. As s bonus, the game also comes with *Hook*.

BREAKDOWN

GRAPHICS 4
Tiny, ugly characters—bad animation.

SOUND/MUSIC 9
Incredible—sounds like e movie score.

PLAYABILITY 6
Plays sort of like *Indiana Jones*.

OVERALL RATING OKAY 5 VIDEOGAMES

SEGA CD

JEOPARDY! • SONY IMAGESOFT • 1-3 PLAYERS • CD



The game's best feature is the option to select different personalities for each contestant. And that's absolutely the most exciting thing about *Jeopardy!* Otherwise, just watch the darn thing on TV and try to answer the questions. And there's as much gameplay in the cartridge versions, so why spend the extra bucks on the CD version? Alex Trebek is truly annoying since all he ever says is, "No, that's not correct." The lack of music and sound effects makes this one dull to play—it's soooooo quiet. A trivia study book let should ba includad becsuse nobody watches tha TV show without studying first.

BREAKDOWN

GRAPHICS 5
Very boring and uninspired.

SOUND/MUSIC 2
What sound? What music?

PLAYABILITY 5
I'd rather watch it on TV.

OVERALL RATING OKAY 5 VIDEOGAMES

SEGA CD

NOVASTORM • PSYGNOSIS • 1 PLAYER • CD



The only thing this shooter/sim is missing is some good axplosiona. Computar-ganarated backgrounds includa volcenoas and canyons. Thare's a real dark feel to tha whola gsme—lots ot muted colora. And soma cool anamies: a phoanix that rises from a volcano, s ground station with matal arms that shoots projectiles. Waapon upgrsdes includa Intarnal Waapons Upgradas, External Weapona Upgrades, and AutoSynthetic Energy Packs. Internal wespons are single-ahot, double-shot and triple-shot weapons. External waapons are orbitars, wingman, dronas and shield. Great shooter with strange, surreal graphics.

BREAKDOWN

GRAPHICS 7
Cloudy, creepy backgrounds.

SOUND/MUSIC 7
No metel-crunching explosions.

PLAYABILITY 8
A smart game with responsive controls.

OVERALL RATING GREAT 8 VIDEOGAMES

SportsWire

Superman Beats NY Jets at Madden '95





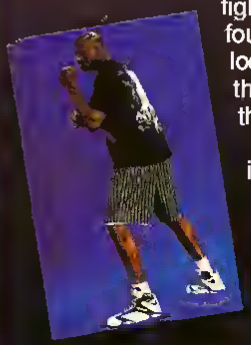
Dean Cain and Justin Whalin, from the TV series *Lois and Clark: The New Adventures of Superman*, challenged New York Jets Marcus Turner and Bobby Houston to a coast-to-coast game of Electronic Arts' *Madden '95* via the XBAND Video Game Modem and Network. Cain plays Clark Kent/Superman on the series, and Whalin plays Jimmy Olson. Cain and Whalin comprised "Team Kryptonite" and are pictured here at the Los Angeles Virgin Megastore during the on-line competition.

"Team Kryptonite" beat Turner and Houston's "Super Team" 41 to 12 and 44 to 18. Disappointment abounded in the New York Software Etc. store where Turner and Houston got their butts kicked. You'd think they'd never played football before. (Just kidding!) After the games, the players "talked" to each other by using the XBand's "chat" mode. Unfortunately, we can't repeat the conversation here.

Electronic Arts Presents Shaq Fu for Game Gear



Though the Super NES and Genesis versions of *Shaq Fu* were not well received, the Game Gear version promises to be a smash. It supposedly includes the big characters and smooth controls that earlier versions lacked, as well as six "highly detailed" super fighters, including Shaquille O'Neal himself. Each fighter has his or her own special fighting techniques and up to four magic power moves. Plus there are five different fighting locations—multi-screen and scrolling. So, if you're headed toward Kalamazoo in the back of your parents' pick-up truck for the annual family vacation, you may want to take this game along with you.



For those of you who've never played the game, the story goes something like this: Shaq is touring Japan with his basketball team. They love him there because he's so big, and because he raps poorly. He comes across an ancient martial arts book and while absorbed in the pictures, actually gets sucked in and transported to another dimension. In this dimension, he must fight against five competitors with magical skills—skills that really pay the bills. These are the servants of the evil WarLord. Play as Shaq in one-player mode or choose any of the six characters in tournament mode.

It may not be *Flashback*, but it's Shaq!

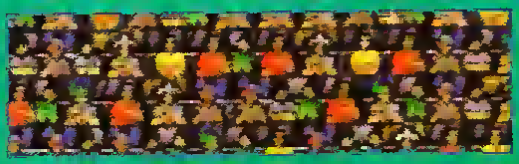




- ✓ Exhibition/Practice Mode
- League/Season Mode
- ✓ Tournament Mode
- Substitutions
- ✓ Team Construction
- League Construction
- ✓ Battery Backup
- Password Backup
- ✓ Instant Replay
- ✓ Official License
- ✓ 1 ✓ 2 ✓ 3 ✓ 4 5 Players

SEGA SPORTS PRESENTS

PHONE
(800) USA-SEGA
DEVELOPER
SEGA
SIZE
16 MEG
PLAYERS
1-4



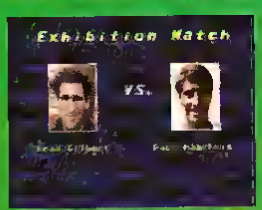












Unlike its predecessor, *ATP Tour* does not feature any female players.

Thanks to its ATP license, Sega's sequel to last year's *Wimbledon Championship Tennis* cart features 32 of the current top players in the world, including Michael Chang and Pete Sampras, along with eight all-time great legends like Rod Laver and Arthur Ashe. In exhibition mode you can matchup any players in either singles or doubles matches, and if you have a Team Player adapter you, and up to three ot your friends, can all compete at once. There is also an exhibition tournament, which includes only the current pros, and the ATP Senior Tour Event which pits the eight legends against one another.

The heart of the game, however, is the ATP Tour option. Here you create your own custom player, selecting everything trom his birthday and nationality to the length ot his hair and the color ot his shorts. When you initially create the player you have ten *Ability Points* that you can distribute between seven different attributes such as Serve Power and Footwork Speed. You will be awarded more ability points it you win ATP or Exhibition tournament matches. The cartridge's battery backup saves up to four custom players along with all their statistics and tha tournament standings.

After creating your player you're presented with the 1995 tour schedule, composed of ten real ATP tournament events such as the Newsweek Champions Cup and the Stockholm Open. At the end ot the year the top eight ranked players compete in the IBM/ATP World Championship.

ATP uses the same basic control and graphics engine as the Wimbledon cart, including the scaling ettect when the ball is lobbed. While the on-court graphics have been only slightly refined, the menus and scoreboard screens are greatly improved and include nice digitized pictures ot the players. The digitized speech samples include all of the player names, along with some McEnroe-type exclamations such as "Aw, that was a lousy call! You must be blind!!" With its real players and host of options, *ATP Tour Championship Tennis* improves on last year's Wimbledon cart in nearly every category and is another star in the Sega Sports lineup.

—Jeffrey Tschiltsch



"ATP Tour improves on Wimbledon Tennis in nearly every category."



BREAKDOWN

GRAPHICS 8
Nice animation but still a bit cartoony at times.

SOUND/MUSIC 7
Nice music but speech samples are a bit fuzzy.

PLAYABILITY 8
Excellent speed, options and controls.

OVERALL RATING GREAT 8 VIDEOGAMES

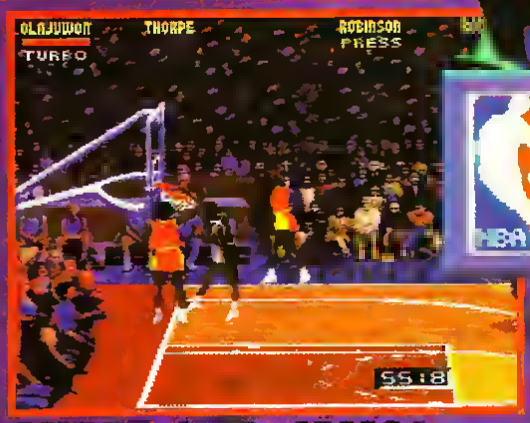
EDITORS' RATINGS

BETTY 7
The ball flies incredibly high in the air and becomes very large in your above-the-court perspective. Where are the girls?

CHRIS G. 6
The "thwack" of the ball sounds good. Aut the cartoony animabon seems kind ol hokey.

GENESIS
SUPER NES

NBA JAM TOURNAMENT EDITION



PHONE	(516) 624-8888
DEVELOPER	IGUANA
SIZE	24 MEG
PLAYERS	1-4

SUPER NES JAMS!





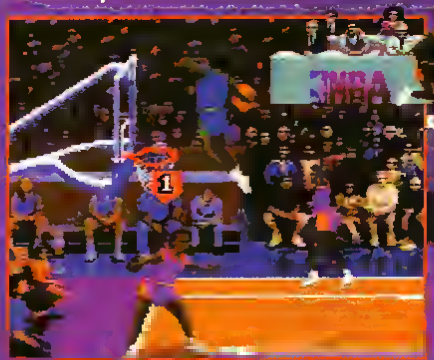


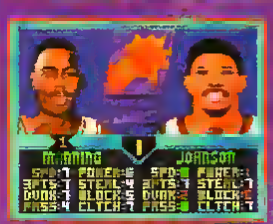


Welcome, again, to NBA JAM! One year after the release of what's probably the most popular basketball cartridge of all time, Midway and Acclaim have teamed up to bring home the *Tournament Edition*. Sporting more than just a fancy new logo, *NBA JAM: TE* has more players, dunks and options than the original, while retaining the same great play mechanics that first vaulted it to stardom.

The game is still two-on-two, but now each team has an extra player and you can choose any combination for your starters. Players can be injured during the game, which affects their performance, so be sure to check the injury rating on the stat screen at the end of each quarter and see if you need to make a substitution. The new five-player rookie team allows 20 different on-court player combinations!

The Options screen still includes the Computer Assistance, Tag mode and the difficulty settings of the original game, and now, from a new Special Features menu, you can adjust the length of the 24-second clock and overtimes, select from four different speeds of "Juice Mode," or turn the Hot Spots and Power-Up icons on. Hot spots are stars that appear on the floor with different point values; sink a basket or start a dunk from one and score









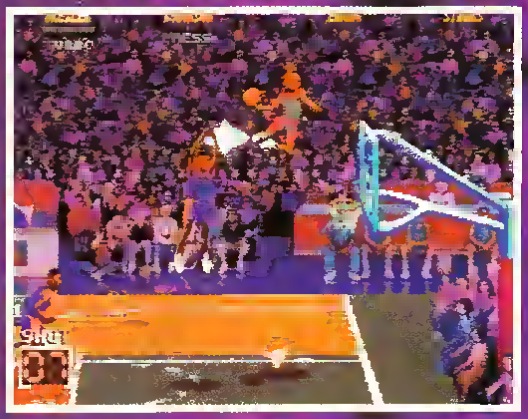


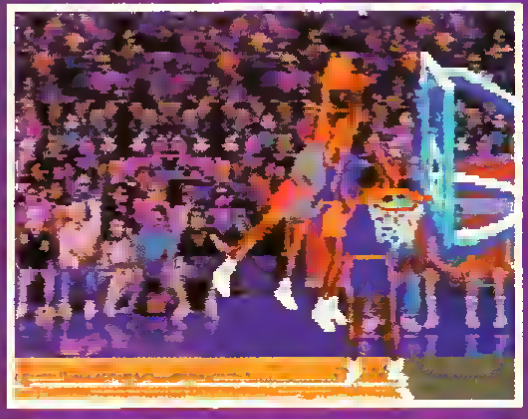




GENESIS JAMS!

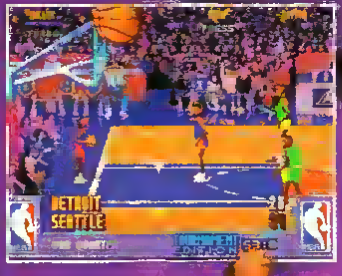
"Tough new Special and Super Star teams enhance the excitement."

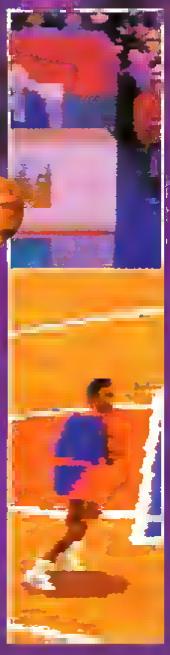


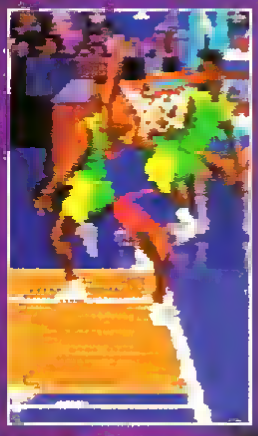














COACHING TIPS

THE GREATER A PLAYER'S DUNK RATING THE MORE SPECTACULAR HIS DUNKS. A PLAYER WITH A ZERO DUNK RATING WILL ONLY PERFORM LAYUPS. LAYUPS ARE LESS SUCCESSFUL THAN DUNKS.

as many as 8 points! Pick up a Power-Up icon to temporarily boost your player's performance, from increasing his three-point shooting range to unlimited turbo to being able to perform Monster Jams from anywhere on the court! If you turn Tournament Edition mode on, however, you won't be able to select Hot Spots or Power-Up icons, nor will any of the secret power-ups, cheats, or computer assistance be allowed.

The graphics are basically the same as the previous versions, with some new dunks and extra animations on defense. The SNES' additional colors allow for sharper text, better digitized pictures and give the players a slightly more three-dimensional look on the court. There are plenty of new speech samples which sound good in both games, but hearing the new announcer saying "Boomshakalaka" is almost enough to make you plug in the original game. Even so, given all of the game's new features, such as the practice mode, new player ratings for power, steals and "clutch," tough new Special and Super Star teams to play after beating all 27 NBA teams, and a host of new hidden power-ups and players, *Tournament Edition* is an excellent sequel that no true *NBA JAM* fan will want to miss out on.

—Jeffrey Tschiltsch

BREAKDOWN

GRAPHICS 8
Rich colors give SNES version the extra edge.

SOUND/MUSIC 8
Music is fancier, but not better, on the SNES.

PLAYABILITY 9
New Icon & Hot Spot options increase intensity.

OVERALL RATING EXCELLENT 9 VIDEOGAMES

- ✓ Exhibition/Practice Mode
- League/Season Mode
- ✓ Tournament Mode
- ✓ Substitutions
- Team Construction
- League Construction
- ✓ Battery Backup
- Password Backup
- Instant Replay
- ✓ Official License
- ✓ 1 ✓ 2 ✓ 3 ✓ 4 5 Players

EDITORS' RATINGS

CHRIS G. 9
The same excellent gameplay!

CHRIS B 9
The Hot Spot is hot! Cool new dunks make this the one to get.

BETTY 9
Rodman should have switched hair cuts with Van Damme for the *Street Fighter* movie.







BREAKDOWN

GRAPHICS 7
Great animation is the game's highlight.

SOUND/MUSIC 7
Music has a "college" theme.

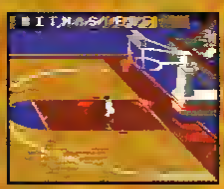
PLAYABILITY 3
Complicated control layout and poor response.

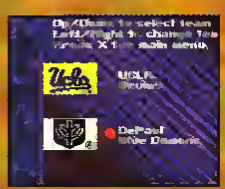
OVERALL RATING ▶ WEAK 4















Guide one of 64 college powerhouses through the NCAA tournament in a quest for the National Championship in Mindscape's new basketball game for the SNES. Don't think "Final Four" too soon, however, as just making it to the "Sweet Sixteen" will be tough enough, with perennial favorites like Duke and Arkansas waiting to meet you in regional matchups.

The folks at Bitmasters have tried some different things to make their basketball game stand out. The first you'll notice is the detailed roto-scoped animations which allow the players to run, shoot, pass and dunk with extremely fluid moves. While it looks great, the ultra-smooth animations actually make the game feel a bit slow, especially when a player goes through the passing or jump-shot motions. The player graphics are a bit on the small side but fairly well drawn.

Where this game radically differs from other roundball simulations is in its control. In an attempt to capture the way basketball is actually played, the developers have used the **B** button in an innovative way. Pressing the **B** button will either cause your player to rotate on his pivot foot or put him in a standing position, allowing you to "shuffle" on defense and closely guard a player. The **B** button also has some other uses, such as overhead passes and a "turbo" move which, when used with the shot button, allows you to perform dunks.

For all the realism intended, the controls are overly complicated and make the game quite frustrating to play. Even a simple move like raising your hands on defense requires multiple button presses, and passes are especially difficult since you must take control of the receiving player and actually have him "catch" the ball; in most cases even the computer ends up hitting the player in the back with the ball.

The game includes some practice modes in order to learn how to shoot free throws and perform dunks, but other than adjusting the length of the game the options are severely limited. Despite the animation, the poor controls and lack of any substitution or play-calling abilities turn a promising game into a pretty disappointing effort.

—Jeffrey Tschiltsch

"Elaborate animations give this basketball cart a different look."



MINDSCAPE

PHONE
(415) 883-3000

DEVELOPER
BITMASTERS

SIZE
16 MEG

PLAYERS
1 TO 5

- ✓ Exhibition/Practice Mode
- League/Season Mode
- ✓ Tournament Mode
- Substitutions
- Team Construction
- League Construction
- ✓ Battery Backup
- Password Backup
- ✓ Instant Replay
- ✓ Official License
- ✓ 1 ✓ 2 ✓ 3 ✓ 4 ✓ 5 Players

EDITORS' RATINGS

CHRIS B. 5
I don't mind complex controls if they add to a game's realism, but *NCAA* is tough to get used to. I'd rather see the controls simplified and leave the realism to the graphics. The coolest thing is that you can move up the court without turning your back on the ball handler



The lower your player's free-throw percentage, the faster the "shot" arrow moves over the basket.





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CIRCLE #103 ON READER SERVICE CARD.

SUPER NES

TNN BASS TOURNAMENT • AMERICAN SOFTWORKS • 1 PLAYER • 12 MEG



This very involved fishing simulation offers would-be anglers a host of options. Hop in your boat and pick a secluded spot on one of six different lakes for a little free-fishing practice, or prove your worth in one of three tournament modes. Visit the Pro Shop to buy new rods, reels, lures and tackle boxes, but be sure to use the right equipment for the weather and time of day. You've got to take everything into consideration or those fishies will get away. Bass fans will appreciate the detailed graphics and realistic controls which accurately simulate the sport. It's fun and there's no smell or messy fish to clean—cast away!

BREAKDOWN

GRAPHICS	8
Lake details are very realistic.	
SOUND/MUSIC	7
Sounds like you're really on the lake.	
PLAYABILITY	7
Big learning curve for the amateur.	

OVERALL RATING COOL 7 VIDEOGAMES

GAME BOY

ELITE SOCCER • GAMETEK • 1 PLAYER • 4 MEG



Elite Soccer has all the options a soccer fan could hope for. There are three different modes of tournament play, along with exhibition matches and a penalty-kick shootout game. Coaches can modify the starting lineup, substitute for injuries, and select from eight different formations and six strategies. The close-up top-down viewpoint doesn't reveal much of the field at one time but the smooth scrolling keeps up with the fast-paced action. The tough computer-controlled opponents make this one of the better soccer carts for the Game Boy!

BREAKDOWN

GRAPHICS	7
Simple but effective graphics.	
SOUND/MUSIC	7
Good sound effects during matches.	
PLAYABILITY	7
Quick controls keep games exciting.	

OVERALL RATING COOL 7 VIDEOGAMES

3DO

WAIALAE COUNTRY CLUB • 3DO • 1-4 PLAYERS • CD



Waialae Country Club is one of a series of amazingly realistic golf simulation games that allow you to play great golf courses all over the world. There are several modes in which to play: Waialae Open, Tournament Play, Skins Play, Stroke Play, Match Play and Practice Play. Game features include everything from "Select Caddies" to an "Advice" option. The backswing graphic is unique as well as easy to use. The screen displays number of strokes, yards, and wind speed. Everything is realistic—sound effects, graphics, animation. That, combined with incredible gameplay, makes for a golf game you'll want to add to your collection.

BREAKDOWN

GRAPHICS	8
It looks as if you're actually in Hawaii.	
SOUND/MUSIC	8
A good "thwack" when club meets ball.	
PLAYABILITY	8
A true-to-life golfing experience.	

OVERALL RATING GREAT 8 VIDEOGAMES

CD-I

NFL HALL OF FAME FOOTBALL • PHILIPS INTERACTIVE • 2 PLAYERS • CD



NFL Hall of Fame Football is more than just a game. Because not only do you get a football game, you practically get the entire history of football and its players. All that old football footage is very interesting. You'll see the career highlights of everyone from Joe Namath to Roman Gabriel. You just have to remember that this is more a reference disk than a football game because it's probably not the football game you're hoping to play. The scrolling is terrible. Really choppy. The best thing about it is the fact that the referee sequences look good. Overall, very informative but not really playable.

BREAKDOWN

GRAPHICS	8
Great footage from old football games.	
SOUND/MUSIC	8
Great voice-over stuff.	
PLAYABILITY	5
The game itself is disappointing.	

OVERALL RATING COOL 7 VIDEOGAMES

GAME GEAR

FIFA INTERNATIONAL SOCCER • ELECTRONIC ARTS • 1 PLAYER • 8 MEG



FIFA International Soccer for the Game Gear packs a lot of action. Game modes include: Exhibition, Tournament, Playoffs, and League. You can also customize your game by determining the length of each half, the type of field on which to play, and whether or not to include fouls. Choose between simulation game-type and action game-type. It's a great translation from other versions of the game. You'll be able to perform bicycle kicks, diving headers and slide tackles. And the player animation won't disappoint you. It's a good game for those who want a soccer game they can take with them anywhere.

BREAKDOWN

GRAPHICS	8
The player animation is impressive.	
SOUND/MUSIC	5
Cheering crowds sound like static.	
PLAYABILITY	7
Fast action, tough computer opponents.	

OVERALL RATING COOL 7 VIDEOGAMES

SCOREBOARD

GENESIS TENNIS

	TITLE	MANUFACTURER	OVERALL	GRAPHICS	ANIMATION	MUSIC	SOUND F/X	CONTROL	SPEED	CHALLENGE	COACHING	REALISM	OPTIONS	INNOVATION	TEAM SELECTION	LICENSE
1	IMG International Tour Tennis	Electronic Arts	8	8	9	6	8	8	8	8	8	8	8	7	7	7
2	**ATP Tour Championship Tennis**	**Sega**	**8**	**8**	**7**	**7**	**7**	**8**	**9**	**8**	**7**	**8**	**8**	**7**	**7**	**7**
3	Pete Sampras Tennis	Spectrum HoloByte/Codemasters	7	8	7	7	8	7	8	8	6	7	7	8	7	5
4	Wimbledon Championship Tennis	Sega	7	7	7	6	7	8	8	7	5	7	8	5	6	4
5	David Crane's Amazing Tennis	Absolute	7	7	7	6	7	7	7	7	5	7	6	8	6	n/a
6	Jennifer Capriati Tennis	Renovation	7	6	7	7	6	7	7	7	5	6	6	5	6	4
7	Andre Agassi Tennis	TecMagik	4	5	4	5	4	4	5	5	5	4	4	3	6	2

GENESIS BASKETBALL

1	NBA Live '95	Electronic Arts	9	9	9	9	8	8	9	9	8	8	9	8	9	9
2	NBA Showdown '94	Electronic Arts	9	9	9	8	7	9	8	9	9	8	8	7	8	8
3	**NBA JAM Tournament Edition**	**Acclaim**	**9**	**8**	**8**	**7**	**8**	**9**	**9**	**8**	**7**	**5**	**9**	**7**	**8**	**8**
4	NBA JAM	Acclaim	9	8	8	7	8	9	9	8	7	5	9	7	8	9
5	NBA Action '94	Sega	7	7	7	7	6	8	7	8	8	7	7	6	9	9
6	Bulls vs Lakers and the NBA Playoffs	Electronic Arts	7	8	7	6	6	8	6	7	8	8	7	6	7	7
7	Dick Vitale's "Awesome Baby!" College Hoops	Time Warner	7	7	6	8	8	7	7	7	6	6	7	7	7	7
8	Lakers vs Celtics and the NBA Playoffs	Electronic Arts	7	8	7	7	6	7	6	7	7	7	6	6	7	7
9	David Robinson's Supreme Court	Sega	7	7	8	6	7	7	8	7	6	6	6	7	5	3
10	Jammit	Virgin	7	7	7	8	8	6	7	8	6	6	8	6	6	n/a
11	NBA All-Star Challenge	Flying Edge	6	7	7	7	6	7	7	5	4	6	6	6	7	6
12	Jordan vs Bird One-on-One	Electronic Arts	6	7	7	7	7	7	6	6	5	6	6	6	n/a	7
13	Pat Riley Basketball	Sega	6	7	8	6	6	6	7	6	4	5	5	6	6	3
14	Super NBA Basketball	Tecmo	5	5	6	6	5	5	7	7	8	5	6	6	8	6
15	Double Dribble	Konami	5	6	5	7	6	6	7	5	6	4	6	5	6	n/a
16	Barkley Shut Up and Jam!	Accolade	5	6	5	4	5	5	7	5	5	4	7	3	6	3
17	Arch Rivals	Flying Edge	5	5	5	6	6	7	8	3	4	4	5	4	5	n/a

SNES BASKETBALL

1	NBA Live '95	Electronic Arts	9	9	9	9	9	9	9	8	8	8	9	8	9	9
2	NBA Showdown '94	Electronic Arts	9	9	9	8	6	9	8	8	8	8	8	6	8	8
3	**NBA JAM Tournament Edition**	**Acclaim**	**9**	**8**	**8**	**7**	**8**	**9**	**9**	**8**	**6**	**8**	**9**	**7**	**8**	**8**
4	NBA JAM	Acclaim	9	8	8	8	7	9	9	8	4	5	7	7	8	8
5	Super NBA Basketball	Tecmo	7	7	7	7	7	7	8	7	7	7	7	6	8	6
6	Bulls vs Blazers and the NBA Playoffs	Electronic Arts	6	7	6	7	7	7	4	6	7	6	7	6	7	7
7	Barkley Shut Up and Jam!	Accolade	5	6	8	8	6	5	7	6	5	4	7	3	6	3
8	**NCAA Final Four Basketball**	**Mindscape**	**4**	**7**	**8**	**7**	**6**	**2**	**6**	**5**	**2**	**5**	**5**	**6**	**8**	**5**

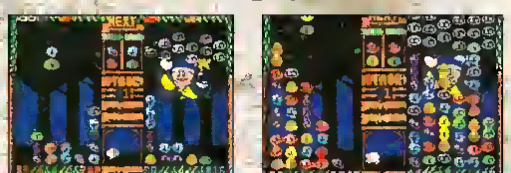
"He used to be such a good boy."



Kirby's back with a couple of real brutes for Super NES®

Sad. One day you're cute 'n cuddly. The next, you're burying your opponents and **spitting** on your enemies. Who's to blame? Bad parenting? One too many sitcoms? Either way, the **mutant marshmallow** is now on 16-bit in two games. So prepare to be toasted. **Kirby's Avalanche™:** The chain-reaction puzzle game where saving your skin means burying your opponent in boulders.



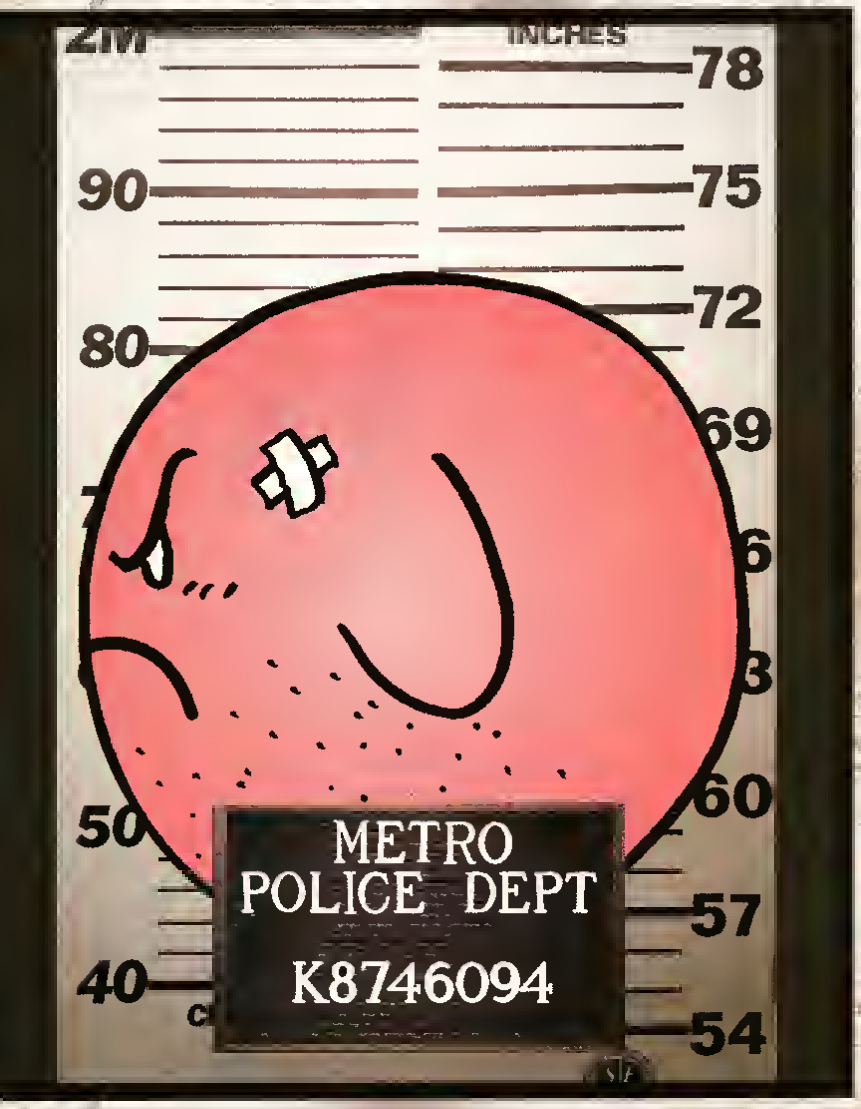


Connect blobs on your side, then watch your bud get buried.

Then facing some of the nastiest names in the business—like Waddle Dee and Squishy. (OK, so "The Mangler" and "Scarface" they ain't.)

KIDS TO ADULTS
AGES 6+

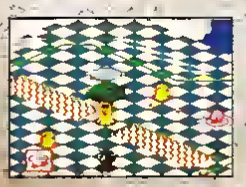
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Kirby's Dream Course™: Trip to



a whole 'nother dimension. Is it miniature golf? Is it a wacky obsta-



cle course? Yes! Add



Hey look, 3-D without the stupid glasses.

mayhem and, "Voilà!" —eight 3-D landscapes with eight courses each to bop around in. There's even a hidden bonus level (if you're really good).

Yes, His Flabbiness is back in two new games for SNES. And this time he's here to separate the men from the cream puffs.

Only For

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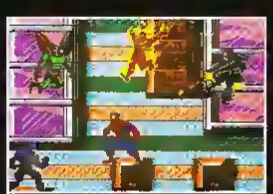
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FLAME ON! THE HUMAN TORCH™ HEATS UP THE BEETLE™!



SPIOEY GETS THE "JUMP KICK" ON VENOM™



FEATURING THE FANTASTIC FOUR™





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